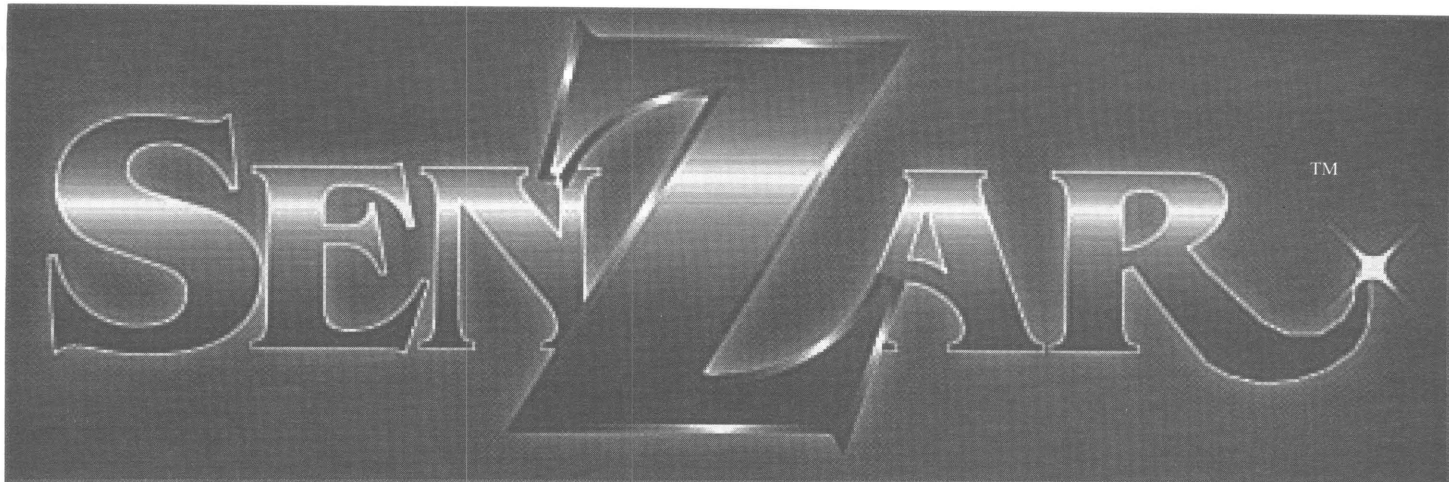


SENZAR™

BREAK THROUGH THE DREAM BARRIER IF YOU DARE



PARIS 96
Richard Adams



created by
Todd King
and
THE BRÜNE
&
Joseph Giacone, Jr.

Interior Illustrations: Roland Paris MONKEY BOY STUDIOS, Baton Rouge, Louisiana, Wade Rico, Manon Williams, Todd King, The Brüne, Tami Bruner, Joe Toler, Joseph Giacone

Graphic Design & Art: Dave Catoire

Graphic Layout: The Brüne, Todd King, Dave Catoire, & Joseph Giacone

Cover Art: Roland Paris

Line Edits: Donna Millheim ("Sparkly") of Meridian Designs Freelance Group

Sales Consultant: Brandon Case

Playtesters & Random Loons: Todd King, Joseph & Rebecca Giacone, The Brüne, Taylor & Amanda Heroman, Trent St. Pierre, Joe Toler, Carolyn Metosh-Dickey, Just Christopher, Jason Juneau, Lee Barlow, Admiral Doug Hodge, David Holliman, Dennis Alleman, Warren Ber, Thom Hamilton, Sean & Jae Sherlock, Shannon Lowe, Ron Hernandez, Rogie Casama, Bill Kropog, Chris McNeese, Jeff Penton, Edwin & Donna Millheim, Brad Blair, Clay Smith, Melanie Smith, Brandon Case, Chuck Scianna, Ken Scianna, Hoofar Tabari, Hootan Tabari, Bo Adcox, Hunter Carbonar, Eric Engeron, Jim Fairchild, Tim Evans, Chris Craigy, Jay Bourgeois, Paul Miano, Leroy St. Pierre, Dave Catoire, Michelle Butler, Richard Butler, Wes Waits, Eddy Franz, Clark Brady, Scott Wilson, Billy Lovetro, Jeff Leeper, Chris Fillastre, Kevin Holliman (and the Mokarr he rode in on!), The Dudes From Zaemon (Rick, Oscar, John & Brent), & last, but not least, The Brüe Crüe (Dino, Seno Evil, Paul & Doug).

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An Introduction To The SenZar System

We created the SenZar System because we *had* to. If you are from the “old school” of FRP games, just like we are, then you probably know *why* we *had* to.

The New Millennium In Role-Playing!

The SenZar System represents an intensive effort to change the established face of “conventional” fantasy role-playing games. **SENZAR** contains all of the Races, Professions, Magicks, and Things Magick within the game, as well as the various rules necessary to run both the “mortal” and “immortal” versions of the game. Additional Campaign Builders will include various new game and campaign scenarios, new monsters, new magicks, and new things to hoard. SenZar, therefore, is the foundation for the campaign, while the Campaign Builders are additional tools for expanding and embellishing the campaign.

The Underlying Theme

The underlying theme of the SenZar System is that nothing is impossible when imagination is concerned. In most so-called FRP games, the PC begins unable to survive even the most basic encounters. Those fortunate few who do manage to weasel their way through encounters then are rewarded with slow, demeaning “level-making”; fixed and often immutable statistics which remain with them for the life of their character; and shoddy, effete magick items. Progression is slow, often tortuous, as they struggle to achieve the upper ranks of their chosen professions. And, once—and if—they manage to reach that apex of power, they very often have little or nothing to look forward to; no pot of gold at the end of that long, black rainbow.

Role-Playing In God Mode

Well, that’s not the case at all in the SenZar System! Players have the prerogative to determine their PC’s attributes, without the humiliating “random die roll” to determine them. Fate points can be used to “edit” poor die rolls, such as failed saves or missed hits, or to boost the PC’s attributes. Players are encouraged to make their PCs as detailed, realistic, and playable as they can. And, perhaps, as powerful as they can, for only then will they be able to progress as far as the ranks of the immortals, when an entirely new “game” will begin—that of “The Dragon’s Game,” wherein immortals contest one another for ultimate power.

A Word To The Wise

In the SenZar System, we freely use the term “Creator” (known in other FRP games as the “GM,” “Game Judge,” “Dungeon Master,” or “Keeper”). The term “Creator” is not intended to be blasphemous. There’s enough ignorance, prejudice, and fear in “The Real World” as it is, and we do not intend to perpetuate such idiocy in any way, shape, or form. Instead, we use the term “Creator” in its most basic, elemental sense: one who creates. In the SenZar System, the Creator is the person who “creates” the “world” in which the Player Characters (the PCs) “adventure.” He

sets the scene, moderating the interaction between the PCs and their fantasy-world environment; acting in a sense as the “computer brain” acts in the software parameters of a standard computer game, except with the warmer, more “fuzzy” guidelines of the Human imagination to guide him. There are no hidden agendas, no secret schemes of mental subversion, nor any clandestine attempts at world domination secreted within the term “Creator” or within the SenZar System as a whole. In the SenZar System, the only things we promote are Imagination, Creativity, and Fun.

...and anyone who thinks otherwise is entitled to his opinion, no matter how wrong it is.

Words Be Nimble, Words Be Quick

We use the male pronouns “he, him, and his” in the SenZar System to represent the he/she/it pronominal spectrum (otherwise known as the “he did *what?*” scatological spectrum). Occasionally the use of the authoritative “we” is employed, but this is not intended to promote some Ayn Rand-esque nightmare of “oneness” or “selflessness” as in her thought-provocative opus, “Anthem.” “We” use “we” because more than one “he” wrote this book!

So Now...

So now that you’ve got the gist of things, and now that all the politically correct BS is done, we would like to formally welcome you to the SenZar System.

Welcome To The SenZar System!

....now go have some fun...



Todd King



Joseph V. Giaccone, Jr.

Johnny Bruner



PC GENERATION

STEP 1: Choose your PC's Race.

To generate a Player Character, first choose which **Race** you wish to play. Each race has a different **GenPackage** based on that race's particular strengths and weaknesses. Within each race's GenPackage are 100 **Fate Points**, or points that you use to build your PC.

Example: A Human PC would start out with 100 Fate Points. These **Fate Points** would be used to pay for that PC's **Attribute Scores**, as well as any **Special Powers** he might desire to make his PC unique.

Generation Options: Not every campaign is the same, and it certainly wouldn't be fair to assume that every PC in every campaign should begin the game with 100 Fate Points. Here are some of the "Campaign Bonuses" that we've used in our own campaigns. Feel free to employ them in your own (if the Creator approves the use of them, that is).

<u>Campaign Scenario</u>	<u>PC Gen. Bonus Points</u>
Single Character	+10 Fate Points
Small Group (2 or 3)	+5 Fate Points
Large Group (3 or more)	none

STEP 2: Choose your PC's Profession.

Next (or before Step 1 if you really plan ahead), you should choose which **Profession** you intend your PC to be. Many of these professions will be easy to qualify for, as their **GenMins** are not exceedingly difficult to achieve, even with 100 Fate Points. However, there are some professions which are difficult to qualify for, even with 100 Fate Points or more. If you can't get what you want, then what we suggest are **Karma & Codes**.

Karma & Codes: A good way to flesh out a one-dimensional PC, Karma and Codes are easy ways to increase your PC's Fate Points up to the point at which you can start off the game as any profession. If you find that you don't have the points to burn to start off as the profession of your choice, then refer to "Karma" and "Codes" in Chapter 5.

STEP 3: Assign your PC's Fate Points.

Once you've decided upon your PC's race and profession, it's time to assign your **Fate Points** and flesh your PC out. Divvy up your Fate Points amongst your attributes, making your chosen profession's GenMins, and also leaving enough Fate Points remaining in order to get some potent **Special Powers**, if desired. After doing this, leave at least a couple of Fate Points hanging around after your PC's creation—just in case you happen to need some Fate Points to make that Save that could save your life.

Note: Choose wisely. The only conventional way to boost attributes after PC creation is by burning Fate Points, and that can be

both costly and time-consuming. (See the "**Fate Point**" section for more info.)

STEP 4: Embellish your character!

You've got your PC's race, profession, attributes, skills, martial arts, special powers, karma, and codes determined. Now it's time to determine the little things that make your PC the hero (or fiend) that he truly is. The Creator will help you to determine some things, like your new PC's **Birthplace**, **Birthdate**, and **Zodiacal Sign**. Also, the Creator will help you determine your PC's initial **Money**, **Connections**, and **Fame**.

Next, you'll confer with **The Master Table** (located in the Appendix) to determine your PC's **Saves**, **CV Bonus**, **Base Damage & Max Lift**. These go on your **Character Sheet** in the appropriate places. You'll then get all your **AV** and **DV** info, **Action Phases**, **Power Points**, **XP**, **Hit Points**, etc., etc., which again the Creator will help you calculate. Now, after all the math stuff, it's time for some more fun.

STEP 5: Time to shop! Time to hoard!

As a newly created PC you'll have at least 1,000 **Stars** to spend (unless you've taken the Special Power "Status," in which case you'll probably have more to burn; or unless you and the Creator have other ideas about how little money you start with), and you'll need to equip your PC with whatever **The Marketplace** has to spare. Here, you buy your armor, weapons, and basic adventuring equipment. (Some races will actually begin their adventuring careers with one free "Racial Weapon," selected from the "Racial Weapons" Table in the Marketplace. For the specs on who gets what for free, check out the "Races" section.)

Again, choose wisely what you buy, and keep an eye on your money. Many wicked Creators just love to start a campaign off by having some thief swipe your hard-earned money, just so you'll be motivated to do some financially-inspired adventuring.

Note: If you want, you can do this the cut-and-dried way, and just pick what you want for your PC out of the book without actually starting to adventure. This also works for the magick using types, who can select their beginning spells the same way. Or, Creator willing, you can just use the here's your graduation present" routine, or, alternately, the "here's your inheritance, Junior" routine, and that can finish the PC fleshing-out just as well. Choose whichever method suits you. Any of them are acceptable.

LAST STEP: Ready your weapons, prime your spells, warm up those dice and go have some fun!



An Example Of Character Generation

Now we'll step you through the process of generating a PC. To kill two avians with a single igneous projectile, we'll generate a profession which has elements of both warrior and wizard in it.

Step 1: Create a concept of the PC you wish to play. Obviously, you and the Creator will need to get together on this step, for both of you must be in perfect agreement before proceeding.

Step 2: Choose a race and a profession. For the purposes of this example, we'll choose a Silestion Witch Hunter.

Step 3: Creation Time. We have 100 free Fate Points, plus any additional Fate Points that we generate using Karma, with which to build our PC. Just to make things easy, we'll initially assign 10 points to each and every one of the eight sections of Karma (which will give us 80 Fate Points; it'll also keep us from having to define our Karma, too. Also, we'll make our Witch Hunter a generic "10" on each of the two "good" Codes, the Good Earth Code and the Cause (which will give us an extra 20 Fate Points). Thus, we have our basic 100 points, plus an extra 80 points for Karma, plus an extra 20 points for Codes, for a total of 200 Fate Points with which to build our Witch Hunter. Not too bad for starters (and we can always go back and assign more points in Karma or Codes if we need it).

Step 4: Meet your professional GenMins (but don't exceed your racial GenMaxes). Consulting both the "Silestion" and "Witch Hunter" descriptions, we find that meeting all the GenMins for the Witch Hunter will be tough, but not impossible, for our Silestion PC. For your information, the Witch Hunter's GenMins look like this:

<u>Attribute</u>	<u>GenMin</u>	<u>Fate Point Cost</u>
Strength	12	13
Speed	(10)	10
Dexterity	11	11
Constitution	12	13
Willpower	14	20
Intelligence	11	11
Presence	(10)	10
Perception	12	13
Power	10	10

Total = 111 Fate Points

Step 5: Math Time. Consulting the table above, we find that we have to satisfy GenMins in STR, DEX, CON, WILL, INT, PER, and POW. Consulting the Generating Attributes Table, we find that it costs 13 Fate Points to raise his STR up to 12. (Why? All attributes start at 0, and cost one Fate Point to raise one point up to 11. To raise it from 11 to 12 costs two Fate Points, for a total of 13 Fate Points.) We've taken the liberty of calculating all the Fate Point Costs for you. The information in parentheses are simply generic "10's" in the two non-GenMin attributes. The total so far is 111 Fate Points, which leaves you $200 - 111 = 89$ Fate Points remaining.

Step 6: Consult the "Silestion" and the "Witch Hunter" Generation Packages, and take them all for your PC. Consult the appropriate racial and professional descriptions for more information.

Step 7: Now that you've loaded your skills, martial arts, magicks, and other such, you can take some Special Powers and/or boost your attributes! Let's do a little of both: We'll hoard the Special Powers of "Mind Mastery" and "Toughness" because we think our Witch Hunter will be much tougher with them than without. They cost us a total of 20 Fate Points, which brings us down to 69 Fate Points. Since we have so many points remaining, we'll boost up our CON Attribute up from the Witch Hunter GenMin of 12 up to the Silestion GenMax of 16. This will cost an extra 18 Fate Points, which will leave us with 51 Fate Points.

Step 8: Let's see just how far our 51 remaining points will go: First, let's raise our STR from 12 to 15 (it costs 12 points), our SPD from 10 to 15 (it costs 15 points), and our DEX from 11 to 15 (it costs 14 points). We now have the maximum physical attributes for a Silestion, and we still have 10 Fate Points left!

Step 9: At this point, you could continue to take attributes, or you could take more Special Powers, or you could boost up your Karma and/or Codes and take even more attributes and/or Special Powers. Or you could even keep all those Fate Points around for bending the game to your will. Get the drift? It's easy to generate the points to build a character, but it's far more difficult to truly create and define a unique character, which may require a few attempts before you get it right. *(Note: It's true that we've done nothing more than to create a "generic" Silestion Witch Hunter, with no true "karmic definition" to speak of, with Fate Points left over, and with no true Connections, Backgrounds, or prior history to his name. True, we could have gone crazy with a Witch Hunter and his Karma—there are so many great possibilities there! These things will vary from PC to PC, and from Creator to Creator, and we don't want to spoil all the fun for you. We do suggest that you flesh out your characters with Karma and Codes—they make PCs much more "real"—though both Karma and Codes may be modified after the PC begins his adventuring career, and need not be totally, strictly defined at the start of the campaign.)*

Step 10: Remember to keep a few Fate Points after Character Generation just in case you need them to survive. We suggest that you save at least three Fate Points. Why? Even in the easiest campaigns, having a few extra Fate Points around to modify your rolls or to boost your attributes above their racial GenMaxes is a wise move. Consult the "Character Generation Proving Formula" for total accuracy.

Character Generation Proving Formula

GenPoints (100) + Karma Total Points + Codes Total Points - Attributes Total Cost - Special Powers Total Cost (w/Total Cost for Mods, if any) = Fate Points (at start of 1st level)

GenPoints & NPCs: The Creator can allow or disallow his NPCs to be generated like PCs. We like to create an NPC exactly how we want it to be, with little regard for the conventional rules of character generation. If such freedom balks you, then create the NPCs as if they were PCs themselves.



ATTRIBUTES

There are nine Attributes in the SenZar System. Attributes normally range from "1" to "20." After "20," every attribute with the exception of Power follows the progression on the Master Table.

STRENGTH (STR): Strength is the measurement of how much force one may apply to one's environment. Higher STR means higher Base Damage and higher Max Lifts.

SPEED (SPD): Speed is the measurement of combat reaction time—reaction time, pure and simple. Higher SPDs go first in combat.

DEXTERITY (DEX): Dexterity is the relative measure of hand-eye coordination, accuracy, and bodily control. The higher the DEX, the easier it is to make a hit or avoid a hit in combat. Because high DEX scores grant a Combat Value Bonus, higher DEX scores result in better Combat Values—both AV and DV.

CONSTITUTION (CON): Constitution is a composite measure of endurance, stamina, and sheer toughness. The higher the CON, the more Hit Points are awarded per level, and the tougher your PC becomes.

WILLPOWER (WILL): Willpower is the measure of one's essential mental resistance to outside influences. WILL is ego, and it is all that the concept of ego implies: I. Those with high WILL scores will be able to set a course of action and stick to it, no matter what the cost. They will be able to resist many forms of mental attacks and influences better than those of lesser self-conviction.

INTELLIGENCE (INT): Intelligence is a composite measure of a multitude of mental factors, including cognitive reasoning, long and short-term memory or mnemonics, "left" and "right" brained characteristics, imagination, and the ability to think clearly and rationally in times of extreme crisis, such as when in all-out combat.

PRESENCE (PRE): Presence is a combination of charisma, aura and physical appearance. Those with a high PRE can usually influence people by merely walking into a room, or scare them by striking a dramatic pose and gritting out a dramatic soliloquy: "Now you die!"

Note: Refer to the section on "Presence Attacks" in the "Combat" section for more info.

PERCEPTION (PER): Perception is a combination of the physical and mental senses. Average PER scores take into account the five basic senses (sight, hearing, taste, touch, and smell), while the higher PER scores ("16" and higher) also bring the so-called "sixth sense" into the mix.

POWER (POW): Power is a measure of the magical essence which the character is able to command. More Power means more spells; more Power means more resistance to spells. Unlike the other attributes, Power progresses on a one step basis after "20" (from 20 to 21, 21 to 22, and so on). Despite the apparent "magick-user" bent of this attribute, it's actually a good idea for even the "fighter" types to invest a few Fate Points in it. Why? Higher Power grants you better resistance to "damage" type magicks, and eventually even the "fighter" types must reach a Power Attribute of 100! Check out "The Immortal Rules" for the reason.

Generating Attributes

Attribute Score	Generation Cost
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	13
13	16
14	20
15	25
16	31
17	38
18	46
19	55
20	65

"Attribute Score" = the numerical value of the attribute

"Generation Cost" = the number of Fate Points required to generate the attribute

Note: The Power Attribute ignores this progression, and moves at a simple one Fate Point to one Power Attribute Point pace all the way from 0 to 100.

Fate Point Cost: The Fate Point cost is cumulative; that is, in order to raise an attribute from 0 to 2, one must first raise it from 0 to 1 (at a cost of one Fate Point), and then from 1 to 2 (at a cost of one Fate Point, for a total of two Fate Points). All attributes are set at 0 at the start of character generation, and must be bought up separately. All Fate Point costs are cumulative (with the exception of Power, which is a simple 1:1 progression from 0 to 100).

All Attributes are 0 at start of Character Generation

All Attributes must be bought up separately

All Fate Point costs are cumulative (except for Power, which is one-to-one all the way up to a max of 100)

Example: Wundarr the Warrior wants a Strength Attribute of 12. Since he starts at 0, he'll have to buy his STR up to 12 from scratch. To buy it up to 10 is easy, as the steps are all by 1's. This costs 10 Fate Points. (You'll probably find it easier to figure out the

costs from 0 to 10 first, since it adds up to a very easy 10, and then do the rest in steps.) Now that we have the steps from 0 to 10 done, we add in the steps from 10 to 11, which costs an additional one, and then from 11 to 12, which costs an additional two. We have $10 + 1 + 2$ Fate Points, for a total of 13 Fate Points. Thus, it costs Wundarr 13 Fate Points to rise from a lowly 0 STR to a decent 12 STR.

The GenMax Limit: All races are assigned a GenMax, or a Generation Maximum, which functions as a “ceiling” for the beginning PC. No attributes may be higher than this GenMax at the time of character generation—with the exception of a few rule-blasting Freaks (see “Freaks”). Once adventuring begins, however, attributes may be raised through magickal means, or by means of burning Fate Points (see below).

RAISING ATTRIBUTES

Raising Attributes: Attributes within the “Mortal Realms” of “1” to “20” can be raised by means of Fate Points. The process is simple: Once your PC actually makes a level, simply state that your PC’s goal is to raise a single attribute a single point. Your PC then must “bank” the requisite number of Fate Points to raise the attribute in his “Fate Point Pool.” Once your PC makes his next level, the “banked” Fate Points are spent, and the attribute is raised a single point. (Only one attribute may be raised per level by means of Fate Points, and then by only one point.)

<u>ATTRIBUTE</u>	<u>TO GO TO</u>	<u>FATE POINT COST</u>
From 1 - 10	2 - 11	1
11	12	2
12	13	3
13	14	4
14	15	5
15	16	6
16	17	7
17	18	8
18	19	9
19	20	10

Note: If for some reason the PC must “break the bank” and spend even one of the Fate Points in his Fate Point Pool, then he’ll have to forego the process until next level, when he can do it all over again if desired.

Raising Attributes Above “20”: With the notable exception of Power, this is not possible by means of Fate Points—at least for mortals. It is possible, however, by means of potent magicks, artifacts, divine intervention, and Primal Power. (These things may also be used to raise attributes up a notch or two *without* Fate Point investment. Refer to the sections on “Magicks,” “Things Magick,” and “The Immortal Rules.”)

Raising Power: Each Fate Point spent raises the PC’s Power Attribute by one point. Unlike the other attributes, this may be done at *any time* during the game. (As soon as you get a Fate Point, you can “burn” it to raise your Power Attribute immediately; there’s no Fate Point Pool necessary, in other words.) Unlike the other attrib-

utes, after a score of “20” the Power Attribute progresses on a one-per-one basis (to “21,” then “22,” and so on up to the maximum of “100.”)

Creator’s Note: You might want to limit the number of Fate Points the PC can invest in his Power Attribute at any one time.

HIT POINTS

Hit Points: The more Hit Points a character has, the more difficult it is to kill him. Basically, Hit Points are a way of quantifying the amount of damage one can withstand before dying. All PCs begin the game with Hit Points equal to their CON Attribute X their Level of Experience. This progression continues at 2nd, 3rd, and so on, up until 100th level.

Note: Should the PC’s CON Attribute change, either through Fate Points or by magicks, then his Hit Points will change as well. The formula is inclusive of all levels earned by the PC, and should there be a need to recalculate his Hit Points, then the calculation will be made as if the PC began the game with his new CON (so it reaches all the way back to 1st level).

SAVES

What is a Save? A Save is a contest which pits the PC against some force, either natural, unnatural, magickal, or what-have-you, which he must overcome in order to succeed. Each Save is unique, and stresses a particular facet of your PC’s persona (specifically, his attributes and their corresponding Saves). Each of the eight Attributes (STR, SPD, DEX, CON, WILL, INT, PRE & PER) has a corresponding Save, which is found on “The Master Table” (see the Appendix) across from the stat. This is the number on a d20, or twenty-sided die, which must be equaled or bettered in order for that character to make his Save. Failure will result in a variety of effects (most of them probably ill), while success will result in something good. The standard Save for the eight Attributes can be generalized as follows:

To make Attribute Save one must equal or better (21 - Attribute) on d20

This generalization applies to all attributes under 20. Once you get an attribute of 20 or higher, you make a quantum leap and begin to get percentile Saves (see below).

The Power Save: Unlike the eight normal attributes, the special attribute of Power requires a special Save. This Save is always rolled using percentile dice (d100), not the standard d20. The generalized formula is as follows:

To make Power Save one must equal or better (100 - Power Attribute) on d100



PC Generation

Percentile Saves: Those who are fortunate enough to have an Attribute of 20 or higher will enjoy a unique advantage: they will no longer be restricted to a mere 20-sided die to roll their Saves. Instead, they will be able to use a d100, or percentile dice, with which to roll their Saves. It is much more probable that one will make a Save of 5% if one is allowed to roll a d100 than, say, someone who has to make a roll of 3, 4, or even higher on a d20.

Some scenarios in the game reward the PC for making his Save or Skill Roll (or whatever else) by more points than, say, his opponent. Obviously, if a PC gets the full range of a percentile die with which to make his Save (a 5% Save can be made by up to 95%, mind you) and his opponent is stuck with a roll of 2 or higher on a d20 (which is good, yet still allows room of a mere 18 points), then the PC is probably going to defeat his competition. (Please bear in mind that “2” is the Save for a 19, while “5%” is the Save for a 20; stats which are 20 and above are excellent, and gain some appropriately excellent bonuses. The jump in Saves isn’t linear, at least so far as the possible range of Saves is concerned, though the Fate Point cost for raising an attribute up to 20 is. This same mode of rolling Saves applies also to Skill Rolls, which is why those of “Master” status (those with a percentile Skill Roll) can make their rolls by such a large number, relatively speaking. For more information, see the appropriate sections for skills.

If you happen to roll a 1, there are always Fate Points (see below).

Saves At Minuses: Sometimes it happens. The Creator will make you roll one of your Saves, then heap some hefty minuses on top of it. If such is the case, then simply refer to the guidelines below, taking the math with a grain of salt, and a healthy dose of common sense.

Normal Minuses: For example, if you have a STR of 15, your Save vs. STR is 6 or higher on a d20. If you have a -4 to your STR Save, then you’d have to roll a 10 or higher to make it.

Percentile Minuses: Let’s imagine you have a STR of 20. Your Save vs. STR is 5%, or .05 or higher on d100. That same -4 to your Save would result in having to equal or better .09 (9%) or better on d100. Why? Your range is much greater with the percentile Saves. You’re still effectively reducing your Save by 4 (that’s -4), but your range is now from 01 to 100.

The Save Of 1%: If you have an attribute of 75 or a Power of 99, then you have a Save of 1%, and you cannot possibly fail your Save (or Skill Roll, or whatever), and you don’t even *need* to roll it, unless your Creator is mean and makes you roll it at minuses. If you are competing against someone else who has the same exact Save, it’s up to the Creator to call for a special contest involving the highest roller on a d100 (or d20, or whatever fits the bill; it doesn’t really matter, as long as there can be a winner) in order to see who prevails.

The Asterisk (or, The Perfect Save): If you have an attribute or a Power of 100, then you have a Save which is indicated by an asterisk (*). This simply means that no one or no thing can *ever* cause you to invoke a Save vs. that particular attribute (or

skill, or whatever). Of course, if someone else just happens to have an asterisk in the exact same Save, then the circumstances can change.

Group Rolls (optional): There may be some circumstances wherein more than one character is searching for something, or multiple characters are applying their Skill Rolls to something, or doing something in concert which defies the normal procedure for making Saves and/or Skill Rolls. What we suggest is a special “Group Save,” which allows the participating characters to all make their rolls, then apply their total success to the action at hand. The Group Roll is entirely optional, if only because it’s so easy to make rolls when more than one person is involved (not to mention those great cheaters, Fate Points, which are covered next). Should you choose to employ it, then it is best expressed by an example which can be expanded and applied to a number or similar situations:

Example: There are three PCs searching a dungeon door for traps. All three PCs have the “Traps” skill, and they decide to comb the door in concert. The Creator sets the “difficulty” of the trapped door at a hefty rating of 20 (which means that the person who set the trap on the door made his *set* Traps roll by 20 places!). Between the three PCs, they must make their Traps Skill Rolls by a combined total of 20 points. If they do make it, then they can detect and/or defeat the trapped door as a team. If they fail, then it’s up to the Creator to spring the trap upon them. (As a “team.”)

FATE POINTS

Fate Points: Fate Points allow the PC to write his own destiny. Fate Points are awarded to the PC by the Creator for solving particularly sticky problems, for destroying particularly nasty monsters, for completing involved quests, for saving the world, and sometimes even for good role-playing. Fate Points can be used by the PC to “edit” poor die rolls, raise attributes, minimize damage done to him, and maximize damage done by him.

The Fate Point “Carry Over”: Any Fate Points that the Player manages to save when creating his Character are carried over once the game begins. From then on, the PC must earn his Fate Points.

Lord Vintor of Arcturus swears an oath to see me united with the one I "love." Stupid Rellian! (Silverdancer)



EARNING FATE POINTS

How Are Fate Points Earned? Fate Points are earned by PCs who solve sticky, tricky, deadly problems; by PCs who destroy, best, vanquish, or banish monsters or opponents; by PCs who complete long, involved quests; by PCs whose actions “save the world”; and sometimes—but not very often—even by those who role-play their characters well, despite the cost of their actions.

The Reward: The actual numerical award of Fate Points is reserved for the Creator to decide. We do suggest a few guidelines, however:

<u>Scenario</u>	<u>Fate Point Reward</u>
Solving a deadly problem	1 (Creator's discretion)
Victory over an equal opponent	1
Victory over overwhelming odds	1, possibly 2
Victory over “impossible” odds	1, 2, or up to 3
Completing a Quest	up to 3
“Saving the World”	from 3-5
“Saving the Universe”	up to 10
Defeating Big Bad NPC (optional)	take his Fate Points
Inventing/Creating something new	1
that dramatically affects the PC or campaign	

Scenarios: “Solving” refers to the PC employing creative thinking to resolve a dilemma, solve a fiendish riddle, or just about any other creative use of brainpower that actually makes a *substantial* impact on the game. “Equal opponents” means a single opponent or group of opponents who are of comparable power/experience to the PC or the combined powers/experience of his adventuring group. “Overwhelming odds” is similar to the above, except that the powers/experience ratio may be up to 10X the PC's or his group's. “Impossible odds” means anything more than “overwhelming.” “Quests” are multi-game session endeavors that are *never* easy to complete. “Saving the world” means just what it says—the PC's actions have directly contributed to the salvation of the world. “Saving the universe” refers to the same thing, only on a much more “cosmic” scale. Both “Saving” scenarios are more often than not multi-game session endeavors. Some of these awards can and often do “overlap” with the others. It's not at all uncommon to see multiple Fate Points awarded per gaming session—but only if the PCs *really* impress the Creator.

“Defeating” is covered later on, while “Inventing/Creating” refers to the invention of something new (such as a new spell, skill, or martial arts discipline) that dramatically affects the PC or the campaign. This may also apply to any “Doom Machines” or other similar contraptions or creations that the PC creates or invents that are truly great. Again, we emphasize that these are merely guidelines.

Group Fate Point Awards: If more than one PC is involved in the actual encounter, then feel free to award all those PCs involved with a Fate Point. For example, if two 1st level PCs successfully team up to destroy a Mortogolem (which is a “victory

against impossible odds” for them; see “Creeping Death” for more information on Mortogolems), then don't split the “up to 3” Fate Point award between the two of them—simply give each of them 1, 2, or 3 Fate Points. They've both definitely earned it! (And in this case, they would *definitely* deserve the full “3” Fate Point reward!)

Death & Fate Point Awards: If for some reason the PC dies during an encounter in which Fate Points are eventually awarded (usually only in “group” adventures, for obvious reasons), then the PC is still entitled to his full Fate Point reward. Why? The PC died while trying to do the right thing (we hope), and he's earned them!

Note: *This may sound bizarre, but the above only applies to cases in which the “dead” PC can be brought back to life. If he's “permanently” dead, then by all means ignore the Fate Points.*

NPC Fate Points: In the SenZar System, NPCs are not awarded Fate Points. Why not? Simple: NPCs are not “Player Characters.” No one but the Creator controls NPCs, and the Creator can do what he likes with them so far as raising attributes, boosting Power, or whatever else is concerned. NPCs are simply “things.” PCs are not. Actual Players put their emotions, thoughts, and a little portion of their own essence into their own Characters. As such, to protect such an investment, they get to collect and use Fate Points. That's the PC's “edge” in the SenZar System.

Note: *Your PC has a favorite Connection who's just failed his Save and is about to get fried to cinders. Connections are NPCs, and as such get no Fate Points with which to “Edit” a Save. However, if you're a kindhearted Creator, then we suggest that you allow your equally kindhearted PC the option to burn a Fate Point in defense of his Connection. Remember: This is only an option, and it's up to the Creator to decide if it's acceptable.*

NPC Fate Points (Optional): If the Creator decides that it's called for, then the Creator has the option to “grant” his NPCs a Fate Point (or two or three) to throw the PCs for a loop once in a while. This option may be employed only for the biggest “Bad Guys” that the Creator decides to use in his campaign. We suggest that anywhere from 1-3 Fate Points be used in this fashion, *per* “encounter” with the NPCs. That'll keep those PCs in line!

Note: *Creators be warned that if NPC Fate Points are used, then the PCs will gain the NPC's remaining number of Fate Points (as in “if he starts with 3 and burns 2, they get 1”) if they somehow manage to defeat him!*

When Are Fate Points Awarded? Like XP, Fate Points are awarded during the game session at the Creator's discretion. Unlike XP, however, Fate Points do not necessarily have to be awarded for every single encounter. They are only awarded when the encounter actually merits the potent reward of Fate Points.

Creator's Note: *Don't be stingy with them, but don't be a “Monty Haul” either. PCs must have Fate Points in order to thrive.*



BURNING FATE POINTS

The “Edit”: Fate Points can be used to “edit” any personal die roll that a PC doesn’t like. For instance, if the PC rolls a “1” on a d20 for his Save, he can burn a Fate Point, edit the roll, and automatically boost that roll up to a perfect “20.” This may be done with any CV roll, Skill Roll, Special Power, or Save. This may be done after the fact, but only if the PC immediately states his intentions to do so. Edits cannot be done after another action has taken place.

The Edit makes any personal die roll “perfect”

The “Max”: Burning a Fate Point to land a perfect “20” on an AV roll will automatically cause the maximum possible Critical damage for that particular attack on the victim, with no die rolls necessary. This allows the character to hit DVs that are “unhittable,” as well as to inflict max damage without being forced to roll it. Sure, it’s truly heroic, and you get what you pay for, but the victim still gets all applicable AP and stuff—and the smart villain can always attempt to dodge, if he’s saved his action for that Phase. (The kind Creator might consider giving the PC back his Fate Point if the villain dodges his Fate Point attack.)

The Max makes “perfect” AV roll for maximum possible damage

The “Minimize”: Fate Points can be used to minimize the effects of any single damaging attack. For any attack or attack form that gets a “range” of damage (such as from “10-100” or “1d8”), the PC can burn a Fate Point to ensure that the damage he receives from the attack is the minimum possible for that particular range of damage. The “10-100” would become “10,” and the “1d8” would become “1.” Critical damage will be reduced to the minimum range of damage, multiplied by the X2 bonus of the Crit. For example, if the normal range were 10-100, and a Crit was landed, the damage would be 10-100 X2, which would be reduced to 10 X 2, or 20. Minimizing “fixed” types of damage, such as the breath weapon of a dragon, or the Boosted damage from a spell, will result in that character’s taking but half of the full damage. This may be done after the fact. Time limitations are as per “The Edit.” Minimization is personal only.

<u>Scenario</u>	<u>Minimization Result</u>
Range of Damage	Damage = lowest number of range
Fixed Damage	Damage = ½

Raising Attributes: This is dealt with in the “Attributes” section.

Don’t Fear The Reaper: In the SenZar System, it is possible to burn Fate Points to minimize damage and to edit both Saves and rolls, in the attempt to avoid Death. The game is “PC-friendly,” but “once you’re dead, you’re dead!” No amount of Fate Points can bring your character back to life once he’s finally blown it! Fate Points are there so that your character has every chance in the world to avoid Death in the first place! However...

Should your character be forced to face the Reaper, even though *no amount* of Fate Points will suddenly, mysteriously bring him back to life, it *is* possible to “resurrect” your character by means of powerful magicks. Typically, these magicks are extremely difficult to employ (and extremely difficult to convince someone else to use them).

Note: Refer to the “Combat” sections for more information on how to avoid death.

MONEY, MONEY, MONEY

The financial nexus of SenZar is Zengara, and the basic monetary unit there is the Zengaran Silver Star, or **Star**, as it is commonly called. The Star is approximately the same size and weight of an American quarter, give or take a few dozen grains. It is, however, almost entirely pure silver in composition.

The lesser-valued **Led** and **Kop** pieces are smaller in size than the Star, much the same as dimes, nickels, and pennies are smaller than the American quarter. For some strange reason, most self-respecting adventurer-types won’t be caught dead bandying them about. One can only suppose that carrying around enough of the useless things to make them economically viable cuts into an adventurer’s hoarding potential.

The **Crown**, or gold piece, is only slightly larger in size than the Star, defying Terran intrinsics, as gold is minted (and used) on SenZar in significantly larger quantities than on Earth. The **Eagle**, or platinum piece, is about the size of an American Silver Dollar. It is the largest, most valuable coin used in the common market. For larger transactions, ingots or bars of precious metal are used, as well as pearls and diamonds that have met the strict criteria of the Bank of Zengara. Promissory notes are sometimes issued in lieu of metal, usually sealed with the promisor’s ring, or in blood, if the parties aren’t averse to such dramatics. The relative values are as follows:

<u>COIN</u>	<u>VALUE</u>	<u>COMPOSITION</u>
Led	1/100	Lead, Iron composite
Kop	1/10	Copper, Bronze
Star	1	Silver
Crown	10	Gold
Eagle	100	Platinum
Black Pearls	1,000	w/seal of Zengara
Black Diamonds	10,000	w/seal of Zengara

One Standard Ingot = 100 pieces of metal
One Standard Bar = 1000 pieces of metal

All PCs begin with **1000 Stars**. (Those who have the Special Power of “Status” will start out with more; see “Status” for more information. Those who desire to start with less may do so.)

FAME

Fame: Fame is a composite measure of the PC's reputation as an adventurer, spellcaster, hero, villain, etc. Fame, quite literally, precedes the PC wherever he may go. The higher the PC's Fame, the more likely it is that those around him will recognize him. Reputations, whether truthful or spiced with a bit of the fantastic, will stick with the PC as he progresses from lowly adventurer to mighty champion. Mighty Warriors may be widely known for their skill with a particular blade, while powerful Wizards may be known for their spellcasting skills or sage abilities. The beings that the PC will interact with in the game will have a percentage chance equal to the PC's Fame score to "know" who the PC is—or at least "know" the PC by the many tales which have grown around him.

Chance of being "known" = Fame

How Famous Am I? All PCs begin the game with 1% Fame. (Those who have the Special Power of "Status" will start out with more; see "Status" for more info.) Fame will increase by 1% for each Fate Point earned by the PC. Fame may also increase at the Creator's discretion if the PC's actions merit it.

Character starts game with 1 Fame

Character gains +1 Fame for each +1 Fate Point earned

The Price Of Fame: In most cases, Fame lies within the PC's name, and not his face or form. This is particularly important to professions such as the Assassin, who would jeopardize themselves unfairly if they were recognizable by face or form. Of course, once the PC's Fame becomes high, then it's quite possible that he may be recognized by face or form alone—and that can play right into the hands of the clever Assassin, should he see fit to exploit it.

The Scope Of Fame: At the Creator's discretion, Fame may be applied to a particular city, a nation, a world, etc. It is simply an indication of one's percentage chance of being recognized or known, and the scope of this recognition may (and probably will) vary from campaign to campaign. One may even supersede the normal mortal barrier of 100 Fame, if desired, merely to reflect the larger scope of an expanding campaign (with healthy minuses to recognition in certain circumstances, such as that first off-world encounter with a totally new race, who may or may not have heard of your godlike PC). Call it as you see it, Creator. And remember that all new immortals begin their new immortal existences with one point of primal per one point of Fame earned.

Now that she knows who we are, the Bitch Queen of Thrax wants our stuff. Stupid Bitch! (Kallysto)

CONNECTIONS

Connections: Connections are those great folks who can make the PC's adventures a bit more interesting. All PCs begin the game with two Connections.

Who Are They? Connections might be someone "higher up" in the PC's profession (like a friendly old Wizard, if that's the PC's Profession, who's taken a friendly bent towards his younger, lesser experienced charge). The Connections may have nothing whatsoever to do with that PC's profession—they might just be old friends of the PC's, or perhaps just some distant acquaintance of his family. Connections may or may not have "levels" in a particular profession. That's for the Creator to determine when he's creating them for the PC.

The Connection Discount: Connections are those NPCs whom the PC may rely upon for a friendly "hint" concerning the way things work in the world; for some minor form of "financial" assistance or, perhaps, just for some friendly companionship when things get rough. Connections may provide their services, or sell their wares, at up to 50% of standard value. This is left to the Creator's discretion. (In some circumstances, such as having a Connection in the Collegium, the 50% reduction may not be possible, as the prices there are fixed by the most powerful Wizards on SenZar. However, if your Connection just happens to be one of the Headmasters there—right!—then who knows what sort of "discount" one may obtain...) Gossip is generally free, provided that the PC shares some juicy bit of news in return. Hints work basically the same way.

What's The Catch? Connections are, quite basically, the PC's friends. The more friends do for one another, the more can be expected in return.

Plain Vanilla Example: A PC begins the game as a Human Warrior named "Mort Deathhand." Let's assume that the Player wants Mort Deathhand to be a citizen of Zengara, the Forever City. Together with the Creator, the person playing "Mort" will flesh out the Human Warrior's Background information, and all the other 1st level equipment (refer to "Character Generation" for the particulars) that make Mort Deathhand who he is. With all of this Background info firmly in mind, the Creator then determines Mort's two initial Connections. Of course, it helps to know the specifics of Mort Deathhand's background, but we'll assume a couple of different interesting ones. Perhaps Mort's father is (or was, if you're so inclined) a pit-fighter in one of the many "underground" Thieves' Quarters locales. Mort could then have two Connections in the sleazy world of pit-fighting. Perhaps one of them, let's call him Garrok, was Mort's father's trainer. Garrok might be kindly disposed towards the young Mort, who perhaps might one day fight for him in the pits as did his father.

Perhaps another Connection might be another pit-fighter, who might just feel sorry enough for the inexperienced young Mort to befriend him (and/or whatever else it is that pit-fighters do with/for their young, inexperienced friends). Or, perhaps another Connection might just be a barmaid "acquaintance" of Mort's.



PC Generation

Funny how much juicy gossip your average barmaid can overhear on any given night in Thieves' Quarters...

Great Example Of Above: Let's assume that Mort's background is about the same. He's a Warrior. He's in Zengara. Maybe Mort's father died while fighting in the dreaded pits for the amusement of some very jaded folks. Maybe Mort got noticed once or twice by some of those very same folks while he was there watching his father. Maybe one or two of these folks has a sudden turn of conscience, and then decides to "help" out young Mort in the future. Perhaps one of these folks is a wealthy nobleman who can "help" Mort "get back" at the men who "set up" his father. Contact can be made, discretely of course, and perhaps Mort can meet this nobleman, and then the "connection" can begin in earnest. Perhaps the nobleman can supply information on the whereabouts of who operates the pits. Perhaps the nobleman will furnish Mort with a "loaner" in the form of a better suit of armor, or maybe even a choice weapon or two. Perhaps the nobleman has a "friend" in the Collegium, who can "loan" Mort, no questions asked, a potent potion or two. Of course, once Mort extracts his vengeance upon the folks who killed his father, the nobleman may want a small service or two in return for his efforts. Connections, especially if they rise above the normal call of duty, aren't exactly free...

Solutions: You have the names, perhaps even the professions, of the particular Connections which you intend to use. You've even got the "reasons" for these particular Connections. Now, you need to determine what level, if any, to make them. Here are a couple of possible solutions that we have found to work well in the game:

One way to solve this to the satisfaction of both player and Creator is the "high/low" method. The Creator takes an arbitrary number (we like 10), and then transforms this number into "levels," which are then divided (as the Creator sees fit) between the two Connections. Perhaps one Connection is a relatively skilled Wizard, and you determine that, in order to at least *appear* relatively skilled, that this Wizard should be, say, 9th level or so. That makes for one powerful Connection, and it may just be the kind of "relationship" which finds the player character at a distinct disadvantage for a while (at least until the PC is powerful enough to "just say no" to the Wizard, who'll no doubt probably try to weasel out a favor or two over the course of their relationship). If you decide to go with the "high/low" Connection generation method, then you may or may not decide to give the other Connection any levels at all.

Another method to deal with Connection generation is to "save" the choosing of the Connections until the character has actually role-played *meeting* and *befriending* them. This method plays a bit more "realistically" than the above method, as it provides some underlying "foundation" for the Connection. It should be noted, however, that this method seems to work in favor of the more experienced player, and against the novice. Neophytes need a friend or two in an admittedly cruel world such as SenZar in order to *become* more experienced Players, after all...

Note: *The actual determination of the Connections' "levels" is best left up to the individual Creator. After all, it's the Creator's*

"world," and whatever method best suits the particular "power level" of that world should be employed. If your particular "world" is a place in which magicks, power, and potent hoard-things are few and far-between, then the Connections whom you choose will probably be generated with that particular concept in mind. If there are Demon Lords freely distributing wholesale slaughter and destruction, then it's not unseemly to have a Connection with a spare Greater Artifact or two to toss into the mix.

Future Connections: After the initial two Connections (or more, if you've taken the "Status" Special Power), in order to attain more Connections, the character must actually *meet* and *befriend* the potential future Connection.

What About Henchmen? Connections *are* Henchmen.

EXPERIENCE POINTS (XP)

Level	XP	Level	XP
1	1-9,999	11	1,000,000-1,499,999
2	10,000-24,999	12	1,500,000-1,999,999
3	25,000-49,999	13	2,000,000-2,999,999
4	50,000-99,999	14	3,000,000-3,999,999
5	100,000-199,999	15	4,000,000-4,999,999
6	200,000-299,999	16	5,000,000-5,999,999
7	300,000-399,999	17	6,000,000-6,999,999
8	400,000-499,999	18	7,000,000-7,999,999
9	500,000-749,999	19	8,000,000-8,999,999
10	750,000-999,999	20	9,000,000-9,999,999

Experience Points: Experience Points, or XP, are the governing factor for increasing the PC's level of experience. All PCs begin as a 1st level whatever with naught but 1 XP to call their own. From then on, the PC will begin to accumulate XP for most things that are encountered, solved, defeated, or destroyed during a Game Session.

10,000,000 XP! When and if your PC finally gets to this plateau, then consult "The Immortal Rules," for it no doubt will be time to become an immortal.

XP Value: For defeating "monsters" or other "characters" (NPCs), the character receives XP. (Although we give a brief primer on doling out XP for "monsters" and "characters" in the SenZar Rules, the specific XP Values for the "monsters" are found in "Creeping Death," the first SenZar campaign builder.)

Actual XP awarded is based on a "sliding" system in which the Creator judges the PCs combat abilities/relative skills compared to the opponents, and awards the XP based upon the relative difference between the two. The categories are "Very Easy," "Easy," "Average," "Difficult," and "Deadly." In other words, a 20th level

opponent may not be worth the same XP to two different PCs. While a PC of comparable level may receive only an "Average" judgment from the Creator, a PC of half the level may receive a "Difficult" or even a "Deadly" XP judgment.

Kill Factors: This is the "level" for non-professioned Monsters. It roughly, but not exactly, corresponds to the level of any of the normal races and professions. The Kill Factor is dealt with in more detail in "Creeping Death."

ARE YOU X-PERIENCED?

<u>Level</u>	<u>Simple</u>	<u>Easy</u>	<u>Avg.</u>	<u>Diff.</u>	<u>Deadly</u>
1	250	500	1,000	2,000	4,000
2	500	1,000	2,000	4,000	8,000
3	750	1,500	3,000	6,000	12,000
4	1,000	2,000	4,000	8,000	16,000
5	1,250	2,500	5,000	10,000	20,000
6	1,500	3,000	6,000	12,000	24,000
7	1,750	3,500	7,000	14,000	28,000
8	2,000	4,000	8,000	16,000	32,000
9	2,250	4,500	9,000	18,000	36,000
10	2,500	5,000	10,000	20,000	40,000
11	2,750	5,500	11,000	22,000	44,000
12	3,000	6,000	12,000	24,000	48,000
13	3,250	6,500	13,000	26,000	52,000
14	3,500	7,000	14,000	28,000	56,000
15	3,750	7,500	15,000	30,000	60,000
16	4,000	8,000	16,000	32,000	64,000
17	4,250	8,500	17,000	34,000	68,000
18	4,500	9,000	18,000	36,000	72,000
19	4,750	9,500	19,000	38,000	76,000
20	5,000	10,000	20,000	40,000	80,000

"Level" = Opponent's level of experience, or
Monster's "Kill Factor"

"I'm the Archimage of Krystallmyst!" (Dannan)
*"And I'm the Overlord of Zengara! Are you trying to pull
rank on me?" (Memnok)*

XP Categories: Although the actual XP Category is decided by the Creator, there are some general guidelines to go by:

<u>XP Category</u>	<u>Explanation</u>
Simple	Opponent is ¼ PC's level
Easy	Opponent is ½ PC's level
Average	Opponent is roughly PC's level
Difficult	Opponent is 2X PC's level
Deadly	Opponent is 4X or more PC's level

There may be times when "level" will not suffice for the purposes of awarding XP. For instance, if the opponent and the PC are the same level, yet the opponent is armed with an artifact blade and the PC has nothing but a rusty dagger, then some discretion on the Creator's part will probably boost the "Average" scenario here to at least "Difficult."

XP For Opponents: Each opponent, whether a single Goblin or an entire Goblin horde, counts for XP purposes. Sometimes a "multiple" number may be enough to coax the Creator into awarding a higher XP Category for the encounter than he normally would. While a mere single "low-level" Goblin may only rate a 10th level PC a "Simple" XP award, a horde of 10 of those same "low-level" Goblins could merit an "Average" award for each Goblin (their total "levels" add up to the PC's own, after all), and a horde of 20 or more could merit the "Difficult" award for each Goblin. Conversely, a whole squad of high-level PCs slaughtering a horde of Goblins may merit only an "Easy" or even a "Simple" XP award for each Goblin. It depends on the circumstances of the conflict. (The final judgment is up to the Creator, in any event.)

Misc. XP Values: For solving "dungeon puzzles" and "dungeon riddles," or for defeating "tricky tricks" and "tricky traps," we suggest a reward of from 1,000 - 10,000 XP, depending on the complexity and/or destructive capability of the scenario. For rolling a "perfect" AV roll in combat, or by making a "perfect" Skill Roll or Save, we suggest a reward of 1,000 XP. "Perfect," of course, means a natural "20" on a d20 or a natural "100" on percentile dice. (Burning Fate Points won't earn you a free 1,000 XP, in other words. The "perfect" die roll has to be natural.) For finding "treasure" or "money," there is NO XP reward! (We believe that the "reward" lies within the monetary value of the treasure itself.)

<u>Scenario</u>	<u>XP Value</u>
Defeating "monsters"	var., refer to table (usually 1,000 per level or Kill Factor)
Solving riddles, tricks, and traps	var., from 1,000 - 10,000 depending on the complexi- ty/difficulty of the event
Rolling a "perfect" roll	1,000
Finding "monetary treasure"	0
Using "magick items"	0

PC Generation

“Training” & XP: Training, either alone or with others, is *not* true combat—but at least training is a step in the right direction. As such, “Self-Training,” or training done by the character alone, merits an XP reward of 10 XP per level of the character per day of training.

Self -Training = 10XP/level/day.

Conversely, “Personal Training,” or one-on-one training, works a bit differently. For instance, if a 10th level character is training a 1st level character, the 1st level character will receive the 10th level character’s “Self-Training” XP reward for the day, while the 10th level character will receive only the 1st level character’s “Self-Training” XP reward for the day. Why? While the 1st level is learning a lot from the mighty 10th level character—and thus earning more XP than he would normally ever think of earning outside of combat—the 10th level character is actually “stooping to the level” of the 1st level in order not to go completely over his head. In essence, by wasting his time on the 1st level character, the 10th level character is depriving himself of his own personal “quality” training time. He’s elevating the 1st level up to his own level, at least temporarily—but he’s sacrificing the majority of his own training XP in order to do so. (That’s why “professional” trainers command such high wages for their services—essentially, it’s almost a waste of their time.)

“Personal Training” = Lower level gets higher level’s “Self-Training” XP for the day, and vice versa.

Group Training, or multiple characters training at once, is sheer folly in most cases. Why? The higher level gets only the *lowest* of the lower level’s XP for the day, and the lower levels have to *equally divide* the higher level character’s XP among them!

Note: There’s nothing like actual combat so far as XP is concerned.

When Is XP Awarded? That’s up to the Creator. The Creator can decide whether to award XP after each individual encounter, after each adventure (or series of encounters), or at the end of a single game session. As long as the “flow” of the game is not interrupted, any time is a good time to reward the characters with XP.

Group XP: Doling out XP when there is more than one PC involved is simple: split the total XP earned in the encounter, adventure, or game session between the PCs who participate in the encounter, adventure, or game session. The Creator can optionally keep track of individual XP within a group, and award it when he sees fit. Finally, just as with Fate Points, we suggest that PCs who “die” during an encounter get their full share of the XP.

“NPC” XP: For those adventures when Connections share in the fun, we suggest that these “non-player characters” receive an equal share of the total XP rewarded—but only if they make a positive contribution to the encounter!

In other words, if one of the PC’s Connections is on the adventure with him, and does nothing but get in his way, then the Creator can feel free to forget about the Connection when it comes to rewarding the XP.

Making Levels: Once the PC has accrued the necessary minimum XP to advance to the next level of experience, then that PC “makes a level.” This is particularly good because after making a level, the PC always gains new abilities, and possibly even new stats, skills, or powers. At 20th level, strange things can happen once—or make that *if*—the PC advances. (Please refer to “The Immortal Rules” for more information on post-mortal progressions.)

Absolute XP: XP is retained in an “absolute” manner; that is, if the PC gets more XP than is necessary to make his level, then the extra XP is “carried over” and applied to his next level.

Example: Let’s say that a 5th level PC who already has accrued 125,000 XP is subsequently awarded 100,000 XP. That 100,000 XP bonus will easily qualify him for 6th level, which requires a mere 200,000 XP to reach. He’ll make it with 25,000 XP to spare. In the SenZar System, that “extra” 25,000 XP will be applied directly to the next level—with no penalty—giving the PC the full benefit of those hard earned Experience Points. So instead of stopping at 200,000 XP, the PC gets his full 100,000 XP, and is now at 225,000 XP—already progressing toward that next level of experience!

Rank: There will be times when the system for giving Absolute XP may give a PC more than one level at a time. Instead of jumping more than one level, we suggest that a “Rank” be granted to the PC. The Rank will effectively boost the PC to the next level, and an additional number of Experience Points equal to ½ the amount of XP necessary to reach the next level.

Example: Let’s stick with the example from above (5th level PC, 125,000 XP, needs 75,000 XP to make 6th level). Imagine that the PC kills 5 Shadar Lords—all by himself. This most miraculous event is worth about 100,000 XP per Shadar Lord. Obviously, the resulting 500,000 XP reward would boost the 5th level PC to 9th level. While this may indeed be fair (he did eliminate 5 Shadar Lords all by himself), the game will flow a little better if a Rank is granted instead to the PC. The Rank will propel the PC to the middle of the next level (from 5th to 6th level), and will grant him enough bonus XP to land him in the middle of this level (250,000, or roughly halfway between 200,000 and 299,999).

Note: The use of the Rank makes figuring out the XP for such entities as Shadar Lords (or divine beings, demonic lords, and the lot) irrelevant. After such a cosmic battle—and if the PCs are still standing—just say “Rank,” and save yourself a few minutes of XP frustration. When employed wisely, Rank actually improves the flow of the game session, and rewards the Players just as much as it rewards the hardworking Creator.

DOWN TIME

DT (Down Time): There eventually comes a point during the game session when both PC and Creator will need some quality Down Time. This typically occurs “in between” active adventures or scenarios within a campaign. Down Time is the stretch of non-combat, non-involved, non-adventuring time when it’s assumed that the PC can freely go out and purchase needed sundries; train in new skills or martial arts disciplines; learn new spells or begin to research new ones; put out notices in Towne Square or “feelers” within the underworld community and actually wait around for responses; or construct strongholds, castles, keeps, sanctums, or cities.

How Much DT Is Okay? DT may take up a day, week, month, or even a year or more in actual “game time.” It’s all up to the Creator and what his plans are for his campaign. During the actual game session, DT actually serves a dual purpose: It allows the Player to explore some of the PC-developing options available within an actual game session-type environment without having to worry about constant death and destruction hounding him; and it grants the Creator time during the actual game session to kick back, take a breather, and look over his notes.

Group DT: DT is particularly helpful in a “group campaign” environment where the Creator has to deal with multiple PCs at once. For example, assume that the group has just fought and vanquished a major foe. Perhaps more than one of them has made a level thanks to the XP from this conquest. After making a new level, the PC will want to obtain all the new abilities, spells, and equipment that he possibly can. If there’s a logical “pausing point” in the campaign, it’s acceptable for the Creator to call for DT so that the PCs who’ve just made their level can buy equipment interfering with the flow of the campaign. Also, the use of a “fluid” DT system is easier to employ in a group campaign than a “fixed” system because the fluid DT allows multiple PCs to obtain their new abilities in a quick, easy amount of time—rather than one PC finishing his training a month earlier than the rest of the group, or the rest of the group having to wait because one lagger is slow when it comes to learning new abilities.

When’s The Best Time For DT? The best time is usually after the PC makes a level. Of course, at the more extreme levels, DT is fine at any reasonable time.

Where’s The Best Place For DT? The city, without question. It’s in the city that the PC has the best access to training facilities, shops, libraries, and bars. (In case you’re wondering, DT is highly unlikely in a “dungeon” type environment, even if PCs make their levels. Once they return from the “dungeon,” though...)

Note: For the more experienced PCs who possess their own strongholds/sanctums/cities, the best place for DT may actually be within their own homes. That’s not to say

that the more experienced PCs can’t go to the city on their DT, though! Many of them do just that, only to watch their precious DT transform into actual PT (Playing Time) when their enemies finally recognize them as they stroll along the streets!

Why Use DT? It’s the easiest, quickest, smoothest way to solve sticky “time” problems within the FRP game system. With skills, it makes acquisition virtually painless. The Player can simply make an agreement with the Creator that his PC is going to learn a particular skill during his DT; once play resumes it can be assumed that the PC has acquired the new skill. (It may take a week, month, or several months of “game time,” but instead of actually laboring through each and every single “game day,” the acquisition can be made quickly. This saves a considerable amount of time, stress, and frustration both for the Player and Creator.)

With spells or any other type of magickal research, DT actually gives both Player and Creator time within the actual game session to properly consider the ramifications of the new research. DT also gives the entire group some “real time” to take a break, chat, eat, go to the store for some munchies, etc., while the Creator—if he wishes—can deal with each Player on an individual basis.

Final DT Note: *It’s up to you whether or not you want to use DT. We do, and it saves us a lot of time—especially in campaigns with large numbers of PCs!*



RACES

Races are chosen by the player to express his PC's particular racial, cultural, and genetic background.

Choosing A Race: The player may choose his PC's chosen race from any of the following races. Each race, from the towering Viking-like Akir to the fierce humanoid feline Tygor, has its particular strengths, weaknesses, advantages, and disadvantages.

Balance: Ideally, the races are "balanced," with no one race enjoying a particular advantage, either in attributes, special abilities or powers, over another. Of course there are some subtle and not-so-subtle differences among the races. The enterprising player may eventually be able to exploit these "subtle" differences to his advantage. But the point is that all races—each and every one—begin with the potential for greatness. It's up to the player to take advantage of the situation, and make his PC great!

GenMax: This is the maximum possible attribute with which a PC of that particular race can start the game. It is not possible to supersede the GenMax barrier until the character actually begins adventuring, and "saving" his "Fate Points" to raise his attributes.

Average Adult Size: This is the "middle range" for the majority of the race. As you will note, the ranges for both Height and Weight are "spanned" by a convenient number which can be randomly determined on conventional dice. If desired, the Player may select his PC's Weight and Height, or use dice to randomly determine them from the middle range. Conversely, if desired, the Player may choose to ignore the middle ranges, and choose to make his PC taller than, shorter than, heavier than, or lighter than the middle range of his particular race—within reason, of course.

Average Lifespan: As with the Average Adult Size, this is nothing more than a "middle range" expression. In all probability, the PCs will never live to reach old age, or will become immortal before ever nearing that point. It's merely a convenient guideline, or campaign-flavorer, for potential PC-expiration.

CMR (Combat Movement Rate): This is the measure of the typical combat-related movement rate of the race. This includes normal walking, running, jumping, and most other forms of "ground-based" movement. This measurement is almost exclusively for the use of tabletop miniatures, where "Hex Paper" is used to give Player and Creator a more firm idea of where everyone is during a combat. Each hex equals about 6 feet, or roughly 2 meters. (Feel free to translate 1 hex into 10 feet. It works just as well, as long as you stay consistent with one measurement or the other.)

The majority of races have the standard 5 CMR, with the extremes having typically 1 more or 1 less. A PC with a CMR of 5 could move up to 5 hexes in a single Action Phase. The specifics are dealt with in "Combat." Some races, such as the Drakkan, will have the ability to fly, or move in ways other than "normal." This movement rate is based upon the race's CMR, typically with a

multiple to express it. (The Drakkan's CMR is 4, while his flight is at 5X his CMR, which equals a Flying CMR of 20.)

GenPackage: This is the "basic starting package" of skills, Special Powers and abilities that the race begins with. They are all FREE and COST NOTHING—even the Special Powers! This means that if the Special Power is listed in the GenPackage, then you don't have to pay for it! In order to learn new skills, spells, or martial arts, the PC will have to spend DT (Down Time) in between or during adventures.

Skill Duplication: Races that have a skill that is duplicated within their chosen profession may take a free Mod to that skill.

Fate Points: All races begin with 100 Fate Points. These are used to pay for attributes, Special Powers, etc. (See "Character Generation" for more information.)

Language: This typically is the native tongue of the race, and the PC is considered to be fluent in it, with "reading" or "writing" skills if applicable (see "Languages" for more information). For races, such as the Starin, who have multiple language skills, simply consult the "Languages" section to see which one is their "native" tongue.

Note: "Common" or "Common Zengaran" is the most popular Language spoken on SenZar; and is almost a necessity for adventuring in the "civilized" areas. If it's not in the race's GenPackage, you should pick it up during DT at the earliest possible convenience.

Natural AP: This is the measure of the race's innate, natural AP, or Armor Protection. This AP can never be taken away, as in taking off a suit of armor. But armor can be worn over Natural AP (in most cases), and the resulting total AP will be the total of the two numbers. Thick hides, scaly or horny epidermis, or simply sheer physical toughness are factors in determining this.

Body Weaponry: This is the expression of the race's claws, fangs, wings, or whatever else that acts or can act as natural weapons. Normally, only a +1 DC is added.

Free Weapons! The PC is entitled to one free racial weapon (Creator's approval required) to begin his adventuring career. Races with unique weapons must choose one from their specific race's weapon types: i.e., Demonians and Hatefangs, or Golgothans and Punishers, etc. The weapon must be one specifically designed or named for his race.



AKIR

Half-human, half-giant, the Akir race was born from the union of pre-First Age Humans and the aboriginal giants who inhabited the frozen realms of the great northern forests. Since they have bloodlines which lead back to the aboriginal giants of SenZar, the Akir may claim what few other races of the world may truthfully claim: they are native to SenZar, not slaves imported to SenZar by the Death Horde.

Akir usually hail from the harsh northern latitudes of SenZar, where their great timber halls may be found in the hills, on the mountains, and by the sea. Their unique lineage, as well as their many thousands of years of adaptation to the frozen northlands, may explain their innate resistance to cold. However resistant they are to “normal” cold, Akir still take damage from “magickal” cold.

Physically, the Akir are tall, muscular, and generally a bit harder than mere Humans. Their complexion, while generally pale, may turn a bit red from exposure to the sun. Akir cannot truly tan. Their hair is generally red or reddish-blond, and their eyes are usually blue—though there are, as with everything else, exceptions to the rule.

The Akir are excellent seafarers, known for their bold raids and often extremely bloody conquests. Their great dragon-prowd longships may be found in any clime as they prowl the seas for rough and rowdy adventure.

Occasionally, some particularly ruthless Akir tribes will take it upon themselves to capture other races and force them into slavery. The Akir prefer to enslave Azaar, particularly female Azaar, though they by no means take only Azaar slaves. They will take whoever is there for the taking, as they are truly opportunistic when it comes to turning a profit. Certain Akir are notorious for selling their captives to the highest bidder.

Contrary to popular belief, not *all* Akir are mercenaries, villains, pirates, or slavers. Those rare few who choose another course of life generally are known by their comrades as loyal, magnificently fearless warriors: true adventuring companions. Those rare few, however, must suffer the stigma of being associated with their slave-taking kinsmen.

The Akir lead a harsh, often barbaric life, and this is often reflected in the way other “civilized” races view their “less than civilized” culture.

A fair description of the Akir as a whole would be to call them giant-sized Vikings... with an attitude.

ATTRIBUTES	GENMAX
Strength	16
Speed	14
Dexterity	14
Constitution	16
Willpower	14
Intelligence	14
Presence	15
Perception	15
Power	10

Average Adult Size

Height: 7' - 8'

Weight: 300 - 500+ lbs

Average Lifespan: 100 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. Immunity to Normal Cold. Survival (Arctic). Language: Jotun.

I have friends in high places: brothers in arms.
(Nazaar)



AZAAR

The Azaar are a race of four-armed humanoids who dwell in the Great Rift. Known collectively as "The People of the Trees," the Azaar make their villages among the great canopies of the gigantic ironwood trees which line the Great Rift.

All Azaar have the innate ability of "Pigmentary Shapeshift," a Special Power that allows them to alter their skin color to virtually any color, design, or pattern imaginable. Thus, any Azaar may be of any color, ranging from camouflage jungle-black to neon-green. Their natural skin color *isn't*, as they are born shifting colors, and from thenceforth they are of any color they can imagine, and they are always what they last imagined, not some fixed color. Unlike some other forms of life imbued with the ability to shift their pigments, for the Azaar there is no "rest state" to which "natural color" returns. Whether this is the result of a physiological or psychological state remains to be seen. (See the Special Power of "Pigmentary Shapeshift" for more info.)

Despite the inherent dangers of inhabiting the Jurassic-style Great Rift, with its many marauding saurian inhabitants, the Azaar have developed their culture to an artistic extreme. Rare is the Azaar who is not skilled in the finer arts, such as music or painting. Their handicrafts are exquisite, and their artwork is held in high esteem by many collectors.

The Azaar's artistic skills are rivaled only by their hunting skills, and these are matched by few other races on SenZar. Azaar warriors, hunting in concert and armed with their mighty four-handed bows and four-handed swords, are a match even for the mightiest

of beasts. Thousands of years of constant predation by the horrific creatures of the Rift have ensured that only the fittest have survived.

For hundreds if not thousands of years, the Azaar have been preyed upon by the Akir; taken away from their homeland and forced either to provide sport in the Akir's brutal "Bloodsport"-style pit games, or to provide a more intimate form of entertainment in their cruel master's bedchambers. It is small wonder that the Azaar hold the Akir, as a race, to be their most hated foes, and they will go to fantastic lengths to extract the People of the Tree's most spirited, most unforgiving collective vengeance.

Azaar youths who have completed the rite of passage, or "Talashar," are considered adults in the eyes of the people, and, as such, win their sacred four-handed swords, the "Mojo-Mazumba." They may then take their place at the council table with the rest of the adults, and/or join their mates in a community-sanctioned union. Some even go so far as to venture away from their homeland to see the sights and experience the fun of adventure in "the outside world."

4-Warred Is 4-Armed: The Azaar do not get extra attacks or Action Phases due to having four arms. Their special "Racial Weapons," such as the Azaar Double Daggers, attain their slightly higher damage because the Azaar wield them with two hands (an upper-right and lower-right, for example). Creators have the option of allowing extra attacks per Action Phase with other types of weapons, though we don't recommend it.

ATTRIBUTES	GEN MAX
Strength	16
Speed	15
Dexterity	16
Constitution	16
Willpower	14
Intelligence	14
Presence	15
Perception	16
Power	10

Average Adult Size

Height: 6' 4" - 7'

Weight: 200 - 300+ lbs

Average Lifespan: 100 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. 4 Arms. Pigmentary Shapeshift (at will, Special Power). Brachiate at 2X CMR (acts as Climbing Skill, w/no need to roll unless in stressful situation). Stalking. Art or Music (select one). Survival (Jungle). Language: Azaar.



DEMONIAN

The Demonians are a genetically enhanced race of humanoids who no longer quite resemble the original stock of Silestions from which they were bred by the Death Horde. Whereas the Silestions are golden-hued and almost flawless in physical appearance, the Demonians possess indigo skin and diabolically wicked features, such as nasty claws, fangs, and an occasional pointy horn or two. These characteristics vary from individual to individual, though it is indeed the rare Demonian who possesses no such “diabolical” physical qualities.

Originally bred to be the Death Horde’s front-line shock troops, the Demonians are well equipped to handle the stress of physical combat. The Death Horde bred the Demonians from Silestion stock that was born to battle, and improved vastly upon that original genetic template for destruction.

Those few Demonians who stalk SenZar are there but for one reason: to covertly implement the cruel directives of their Death Horde masters, who are eternally watching and waiting for the opportunity to exploit that one elusive chink in SenZar’s otherwise impenetrable defenses. As such, the Demonians are intergalactic (and interplanar) “sleepers” who foment insurgency, create insurrection, disperse (quite cruelly) the Death Horde’s “Anti-Life” propaganda, and generally create as much behind-the-scenes havoc as possible in order to “prepare” SenZar for the inevitable invasion of the Death Horde.

Demonians are not nice. Perhaps that is why no other race on SenZar will willingly have anything to do with them, save for the Mokarr themselves, who have had and will continue to have dealings with them.

It is this dark alliance which allows the Demonians to traverse freely the Mokarr-held regions of the Midnight Realm. The Demonians’ intentionally bred resemblance to the Mokarr’s dread Shadar Lords also grants them no small measure of freedom to act as they wish while in the presence of the Mokarr, who still recall the hateful glory of their Shadar Lords’ Fourth Age domination of SenZar.

ATTRIBUTES	GENMAX
Strength	16
Speed	16
Dexterity	16
Constitution	17
Willpower	15
Intelligence	15
Presence	17
Perception	15
Power	15

Average Adult Size

Height: 6’ - 7’

Weight: 200 - 300 lbs

Average Lifespan: 200 years

CMR: 6

Natural AP: 4

GenPackage: 100 Fate Points. Gloom Sight. Body Weaponry (Claws, Fangs, Horns) +1 DC. Basal Regeneration (1 Hit Point per day). Languages: Druus, DarkSpeak.

Nasty evil thing. We bargain. (Squidface)



DRAKKAN

The mighty Drakkans are often mistaken for a half-breed dragon/humanoid combination. This fallacy, as well as the Rellians' endless persecution of all things draconic, has resulted in the Drakkans' gradual withdrawal from both Human and humanoid society to places far removed and infrequently traveled.

With few exceptions, Drakkans will make their small settlements in highly inaccessible areas which are nearly impossible for other non-flying creatures to enter. Thus, Drakkan settlements may be found high atop forbidding mountains or nestled along sheer cliff walls which would daunt even the most agile climber.

With their superior stamina and long-distance flying ability, the Drakkans are by no means forced into living a monastic life should they not wish it. Despite the threat of persecution, a solitary Drakkan will sometimes make its way to civilization, simply to adventure and see the world. Their tremendous physical attributes, as well as their ability to fly long distances, make them highly valuable as scouts and mercenaries.

Drakkans are by no means limited to the purely physical, either. Their mental attributes also enable them to become highly specialized spellcasters, should they so wish it. The ability to cast spells, backed up by an innate ability to inflict massive amounts of bodily harm should the situation call for it, makes the Drakkan an opponent truly to be respected.

Physically, Drakkan appear to be anthropomorphic dragons, similar in many respects to a Human. While the Drakkan does not

possess scales like a dragon, it does have a thick leathery hide which provides it with some Natural Armor Protection. Drakkan claws and fangs are razor sharp, as are the bony ridges which line its thick tail and the edges of its great leathery wings.

While most Drakkans can be surprisingly mild-natured, even the most passive of their kind harbors a deep resentment for those who would hunt their kind out of ignorance, prejudice, or fear. Thus, Drakkans will hold no trust for those who serve Rel, nor will they tolerate any sentient being who takes pride in the hunting of dragons and dragon-kin, whom the Drakkan have come to regard as brothers over the long centuries since their imprisonment upon SenZar by the Death Horde.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	17
Speed	14
Dexterity	14
Constitution	17
Willpower	15
Intelligence	14
Presence	16
Perception	16
Power	13

Average Adult Size

Height: 6'6" - 7'6"

Weight: 300 - 400 lbs

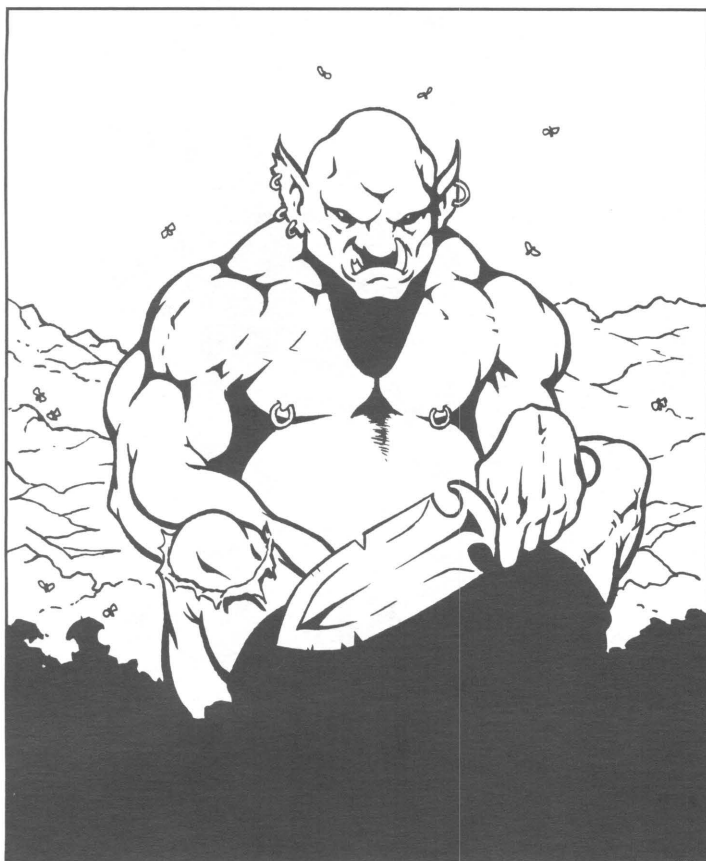
Average Lifespan: 200 years

CMR: 5

Natural AP: 8

GenPackage: 100 Fate Points. Fly at 4X CMR. Eagle Eyes (1 Mod). Gloom Sight. Body Weaponry +1 DC (Claws, Fangs, Wings, Tail). Basal Regeneration (1 Hit Point per day). Language: Dracul.

Eat a sheep. (Abubika)



GOBLIN

The Goblin race is perhaps the most vilified race on the face of SenZar. When wells dry up and crops go bad, Goblins are almost always automatically blamed for it; when farm animals are found mutilated, or are mysteriously lost from the herd, Goblins are almost always automatically blamed for it, etc., etc. Nevermind the fact that there probably were no Goblins within a hundred miles of the site. It's simply tradition—at least among the non-Goblin races—to blame the Goblins for just about everything.

Not that Goblins are always innocent, mind you. Perhaps it may not be too unfair to say that no other race (with the possible exception of the Humans themselves) has deserved such an awful reputation for senseless destruction, rampant vandalism, and sheer out-and-out mindless violence as have the Goblins. In fact, many of the loose-knit Goblin tribes are proud to have such an awful reputation precede them—it makes it only that much easier for them to get their way with those who fear them.

Goblins generally are rude, crude, tasteless, and offensive—and that's just when they're really trying to be nice to their best friends. If not for the fact that the majority of Goblins wander about the land like nomads and gypsies (and roving Mongol hordes), then it is a certainty that the forces of Rel (and just about everyone else, for that matter) would long ago have demolished their cities, burnt them to the ground, then sown the land with salt just to get the smell out. Thankfully—at least so far as the Goblins are concerned—what few permanent settlements they have are so far removed from the beaten path (not to mention so far removed from adequate sanitation) that no sane

man has yet dared *willingly* venture there and return with news of its location.

Alas, the same may not be said of the wandering Goblins, who, being as fecund as rabbits, have found their way into nearly every nasty, ill-lit nook and cranny and scummy backway of every city on the face of SenZar. And yes, Goblins have even established themselves in Arcturus, the Holy City of Rel—if only in the sewers beneath the city, but that's a start.

Physically, Goblins vary in appearance from one to the next, much the same as do mongrels. One may have bright green skin while the next one has an off-shade of bright puke-green; one may have a whopping pair of tusks jutting from his prognathic lower jaw while another may have an otherwise normal set of teeth, save for a pair of two-inch incisors. The sole identifying factor which the Goblin shares with its fellows is the inescapable fact that Goblins stink. Even the Goblins themselves will admit it, because they really don't care.

Despite their many faults, Goblins are strong, sturdy, and tough. They possess a sharp sense of smell (no pun intended), and are at ease in conditions which would leave most Humans groping for a torch. Or a gas mask.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	16
Speed	14
Dexterity	14
Constitution	16
Willpower	14
Intelligence	12
Presence	14
Perception	16
Power	10

Average Adult Size

Height: 6' - 6'6"

Weight: 200 - 240 lbs

Average Lifespan: 75 years

CMR: 5

Natural AP: 2

GenPackage: 100 Fate Points. Gloom Sight. Body Weaponry +1 DC (Claws, Fangs). Bloodhound (1 Mod). Language: Gash.

POO! (Katherina)



GOLGOTHAN

Of all the mortal races, the Golgothans are the most feared. The cause of the fear is indeed justified: Golgothans prey upon all known species, stalking all things living with extreme prejudice, in order to make the kill and claim their “trophy” —the skulls of the hapless victims.

Physically gruesome by even the most liberal standards, Golgothans are towering, reptilian humanoid horrors who sport two pairs of wicked cheliceroid fangs which overlap their gaping, fanged maws. Their hardened hides, which typically range from a mottled brownish-green to a sickly yellowish-green, provide them with fairly adequate armor protection. The two-inch long claws which jut from their fingers and toes are razor-sharp and strong as steel.

As a race of natural hunters, Golgothans are born to the arts of stalking and stealth. Golgothans are natural mimics, and they will employ this ability to lure prey to them when necessary. In addition to their formidable stamina, Golgothans also possess the reptilian ability to regenerate their wounds and severed extremities (except for the head, of course).

Golgothans possess true infravision capabilities, which allow them to stalk their warm-blooded prey with impunity even under conditions of pitch darkness. Conditions which produce extreme heat, or sudden bright flashes of light, will temporarily “blind” the Golgothan. Also, certain conditions which enable its prey to blend into the ambient background heat-clutter will effectively “blind”

the Golgothan to that particular victim—even if the prey is in the Golgothan’s direct line of sight.

Unless operating under conditions of war, most Golgothans prefer to stalk their prey alone. Should the Golgothan fall in personal combat, its most valuable personal possession is forfeited to the victor. All Golgothans will honor this tradition.

Golgothans have no permanent community on SenZar. The location of their homeland, Golgotha, is a closely guarded secret that Golgothans would rather perish than reveal. Golgothans come to SenZar either to hunt their prey, or to act as scouts for the Death Horde, which does employ the rare Golgothan or two.

Due to their physiology, Golgothans prefer to keep to the “hot and sticky” regions, such as jungles and swamps. They are quite capable, however, of enduring temperate and even sub-Arctic conditions for extended periods of time.

ATTRIBUTES	GENMAX
Strength	18
Speed	14
Dexterity	14
Constitution	17
Willpower	15
Intelligence	15
Presence	17
Perception	15
Power	10

Average Adult Size

Height: 7' - 8'

Weight: 550 - 750 lbs

Average Lifespan: 250 years

CMR: 5

Natural AP: 6

Special Abilities: 100 Fate Points. Body Weaponry +1 DC (Claws, Fangs). Basal Regeneration 1 HP/day. Mimic. Stalking. Stealth. Survival (Jungle). Infravision. Language: Goth.

Heh heh heh heh...let's hurt some people! (The Butcher)



G'RRU

Often mistaken for “werewolves,” the G’rru are humanoids who share much in common with wolves, yet are in no way afflicted with lycanthropy. In fact, they are an artificially created race, bred by the Shadar Lords in the terrible Fourth Age to stalk the sylvan lands for victims which would be sacrificed according to the Shadar Lords’ most jaded pleasures.

In time, as passed the reign of the Shadar Lords, thus did pass the original reason for their terrible stalking machines, the G’rru. Not that the G’rru are anything other than flesh and blood, mind you—only that, during the Shadar Lords’ Fourth Age reign of terror, the G’rru performed their sole function like dispassionate, totally efficient machines. Yet, through the ages which have passed, many of the abandoned G’rru sought other paths. Some reverted to a near-bestial state, running with the wolves that they so much resembled. Others founded loose tribal societies in which they have lived for centuries at peace with the earth, far removed from the paths of men.

Despite the attempt to remove themselves from sight of man, however, the G’rru have often found themselves, ironically enough, to be the targets of patterned, systematic stalking and extermination by the zealous forces of Rel. Practicing what is in effect genocide upon the peaceful G’rru, the Rellians have in recent times hunted the G’rru near to the point of extinction. The result has been a marked change upon the once peaceful G’rru, who now have taken it into their hearts to turn the tables on the Rellians—and upon any who would dare to hunt them down and murder them like dogs.

In light of their persecution by the forces of Rel, it is quite understandable why the majority of G’rru distrust nearly everyone that they meet, and view the balance of mankind as potential enemies.

Although G’rru generally hail from what would best be described as a tribal culture, they are clever, cunning, and quick of wit; easily able to associate with all but the most intelligent humanoids. Physically, the G’rru resemble anthropomorphic wolves; sharing many features with the wolf, though their form is humanoid. They are stronger, faster, and more durable than most Humans, and they are naturally adept at the sylvan skills involving hunting, tracking, and capturing prey.

ATTRIBUTES	GENMAX
Strength	16
Speed	16
Dexterity	16
Constitution	16
Willpower	15
Intelligence	14
Presence	15
Perception	16
Power	10

Average Adult Size

Height: 6’ - 6’6”

Weight: 180 - 240 lbs

Average Lifespan: 75 years

CMR: 6

Natural AP: n/a

GenPackage: 100 Fate Points. Body Weaponry +1 DC (Claws, Fangs). Gloom Sight. Stalking. Stealth. Bloodhound (1 Mod). Survival (Choose 1). Language: G’rr.

It’s like home, only bigger...(Blaize)



HUMAN

The Human race is the most populous of all the races on SenZar. Unlike the majority of the other races, however, Humans are not at all homogeneous in form or function. Different regions have different languages; different nations have different ideologies. While certain labels may conveniently embrace an entire non-Human race, such may not be said of the Human race; it is, by its own ever-evolving nature, chaotic to the extreme.

Like the majority of the other races, Humans are not native to SenZar. Several thousand years before the First Age, when history first began to be recorded, the Death Horde imported Humans and the majority of the other known races to SenZar—as their slaves. SenZar was, in fact, nothing more than one of the Death Horde's many intergalactic concentration camps. Those who could not be converted to serve the Death Horde would be exported to any one of a number of hellish deep space mining colonies, or exterminated.

But The Dragon works in mysterious ways, and it woke from an eons-long slumber to take notice of the arrival of these new beings and their multiracial hosts of slaves. The Dragon knew the potential for power which many of the slave races possessed, and acted accordingly, banishing the Death Horde from SenZar and simultaneously freeing the many races from the chains of oppression which bound them.

Without the means to return to their native homeworlds, the races had no choice but to establish their new home on SenZar.

After the requisite period of total chaos, interracial wars, and mindless bloodshed, the Humans established the first permanent settlement: Zengara, the Forever City. In short order, the Humans spread like wildfire across the surface world, establishing their many different cultures and subcultures... or, to be more precise, reestablishing their many different pre-SenZar cultures.

In any event Humans, who never were entirely homogeneous in the prehistory days, have been steadily diverging ever since; until today there is such a profusion of different cultural ideals and customs that to summarily list them all would be nearly impossible.

Note: Take a look at the "Cosmology" section for a more in-depth explanation of the many different Human cultures which populate SenZar, or refer to Campaign Builder #2, which explains the cultures in detail.

ATTRIBUTES	GENMAX
Strength	15
Speed	15
Dexterity	15
Constitution	15
Willpower	15
Intelligence	15
Presence	15
Perception	15
Power	10

Average Adult Size

Height: 5' - 6'

Weight: 100 - 200+ lbs

Average Lifespan: 75 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. **Language:** Common, and dialect specific to place of origin, such as Zengaran, Mordagan, Rotathian, etc..

Giant Crab. Kill him. Eat him. (Neil & Sabboth)



KHAZAK

The Khazak people are the proud descendants of the Khazak-Ka, or people of the Ka, who were originally imported to SenZar in the pre-First Age days as slaves of the Death Horde.

Unlike many of their contemporary races, who chose to begin anew in the new world of SenZar, the Khazak people managed to keep the majority of their former glorious culture's customs: proud customs which include the art of the Vulcan Forge, deep-dwelling engineering, and life in harmony with the often harsh elements of the subterranean realms.

The sturdy Khazak people, sometimes erroneously referred to as "dwarves" by the ignorant surface dwellers, have also managed to keep their tight-knit, clannish-minded social order intact despite the many thousands of years which have passed since their forced interstellar exodus. The clan, or Kaza, is the seat of social order in Khazak society. The Kaza is composed of several related family units, and is headed by the most powerful warrior within that particular extended family. Each Kaza in turn serves the Ka, or Underking. The office of the Ka is not a hereditary position. After the death of the old Ka, the new Ka is chosen from the ranks of the leaders of the many Kazas, who meet in private council, then decide among themselves who has best served the old Ka. After the requisite wheeling and dealing, each of the members next casts a single vote in the name of their particular Kaza for the new Ka, who must win by majority vote.

Politics aside, the Khazak people are among the most highly educated on SenZar. They specialize in the engineering disciplines, particularly the deep-engineer discipline, which grants them no small edge in surviving their Midnight Realm lifestyle. The Khazaks are unmatched in the art of the Vulcan Forge, and are at least the equal of the technomagick Mokarr in the crafting of weapons of war. As builders, they have few, if any, known equals. The old saying "If you want something to last forever, get a Khazak to build it" is indeed true.

While most Khazaks are notorious homebodies, occasionally some brave souls will venture forth onto the surface world in search of adventure. Some may decide to sell their skills as deep-engineers to the highest bidder (deep-engineers are extremely handy for those "dungeon" type adventures), while others may decide to set up shop and sell their smithing skills. The occasional Khazak maniac may even volunteer to join a party just to split some heads, drink some Khazak spirits, and have some fun.

Khazaks hold a bitter enmity for the Mokarr, whom they consider to be baby-stealing, blood-drinking, Chthon-worshipping vermin. Khazaks absolutely loathe their distant kin, the Khobolds, who willingly use magick, which the Khazaks detest with a passion.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	16
Speed	14
Dexterity	15
Constitution	16
Willpower	15
Intelligence	16
Presence	15
Perception	15
Power	10

Average Adult Size

Height: 4' - 5'

Weight: 150 - 250 lbs

Average Lifespan: 100 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. Gloom Sight. Directional Sense. Deep Engineer, Smithing, or Son of the Mountain (select two). Language: Khâz.

Meanwhile, back at the Whore-n-Brew... (Anonymous)



KHOBOLD

Like their distant kin, the Khazaks, the Khobolds prefer to dwell within the gloomy confines of the Midnight Realm. Unlike the Khazaks, however, the Khobolds prefer to specialize in the magickal arts rather than the purely scientific engineering ones.

As with the driven Khazak people, who rank as the best of the best in the engineering arts, the Khobolds' single-minded devotion to their chosen practice has expanded their perceptions to the point at which they can actually sense magick and its associated emanations at will.

This innate ability, as well as their obsession with the magickal arts, gives the Khobolds a definite advantage over the majority of the other races when it comes to a career in spellcasting.

The only problem with this otherwise fantastic obsession with things magick is that the Khobolds are Hoarders. So deeply ingrained is their racial lust for things magick that the average Khobold will absolutely foam at the mouth and fall over backward when confronted with the opportunity to hoard, board, hoard things magick!

This ingrained tradition, while considered harmless by the typical Khobold, is looked down upon by the majority of people who have to endure the incessant drooling of the Khobold who, as an adventurer, is almost constantly in the presence of things magickal. Perhaps this is the reason why the majority of folks consider the Khobolds to be a swarthy, sweating, devious, conniving race of deep-dwelling gutter dwarves.

The sprawling, chaotic Midnight Realm cities of the Khobolds are governed by a loose confederation of those proud few Khobolds who have hoarded the greatest (and most powerful) magicks. Socially speaking, nothing much in the way of progress is ever achieved, for the Khobolds are too enraptured with hoarding to change the status quo.

The chaotic Khobolds consider their industrious distant kin, the Khazaks, to be uptight, magick-fearing prudes who work too hard for too little reward. The Khobolds consider the Mokarr to be absolute geniuses (even though they're more uptight than the grumpy Khazaks) and the Khobolds will gladly do anything in their means to get their grubby little hoarding paws on Mokarr magicks. As for everyone else, they're only as interesting as the magicks which they have, and the Khobolds will treat them as such.

ATTRIBUTES	GENMAX
Strength	15
Speed	14
Dexterity	14
Constitution	16
Willpower	15
Intelligence	16
Presence	15
Perception	16
Power	17

Average Adult Size

Height: 3' - 4'

Weight: 100 - 200 lbs

Average Lifespan: 100 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. Gloom Sight. Magick Sense. Appraise Loot. Trading. Languages: Khâz, DarkSpeak.

Smay! (Vain)



K'RYL

The K'ryl are sentient, humanoid plant-folk: the so-called "little green men" of SenZar legend. Somewhat reclusive, the K'ryl devote the majority of their time to exploring the depths of their minds and expanding their consciousness. This devotion to the study of the mind has led to the expansion of the K'ryl's mental capacities, and has granted them the ability to communicate telepathically with all sentient life forms, including plants.

The K'ryl inhabit the deepest jungle regions of SenZar; their secret communities spread about the equatorial band of the planet. The social community of the K'ryl is one of silent, harmonious peace. They believe in the complete freedom of the individual, so long as that freedom is balanced by maintaining the "harmony"—the peace which surpasseth understanding, according to the K'ryl—which is the K'ryl ideal of the golden rule.

Although the K'ryl are, as a rule, extremely pacifistic, they are in no way incapable of defending themselves from aggression. The K'ryl will respond with proper force to quell any aggression directed toward them or their charges, yet will usually refrain from destroying the aggressor. Considering the fact that the average K'ryl usually will be trained in the study of Mysticism (and considering their superior mental attributes), one can only imagine how an entire community of mental monsters could defend itself.

The K'ryl, though adapted to the extreme temperatures of the deep jungle, are quite capable of traveling freely the entire surface of SenZar. Their "alien" physiology, which is more akin to that of a plant's than the typical Human's, is nourished by a

combination of photosynthetic and chemosynthetic effects. To survive, the K'ryl need not "eat," at least by Human standards. A simple sunbath, in addition to an occasional drop or two of water, will do just fine for the average K'ryl. When conditions forbid both sunlight and water, the K'ryl may attempt to "root" itself into the ground, if such is possible, and may draw its nutrients directly from the soil.

The K'ryl are asexual creatures. Near the end of its lifetime, the K'ryl will find itself "with seed," and upon the K'ryl's death, a new K'ryl will begin to sprout from its parent's body. The new sprout will grow to full maturity within three months, and will possess dim recollections of its parent's memories.

Physically, the K'ryl are frail-looking in appearance, yet are rather sturdy for their size. Their coloration ranges from a mottled greenish-brown to bright green. Their floral constitutions allow them to regenerate damage to themselves, as well as regenerate any extremity save for the head.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	13
Speed	13
Dexterity	13
Constitution	16
Willpower	19
Intelligence	16
Presence	15
Perception	18
Power	15

Average Adult Size

Height: 3' - 4'

Weight: 60 - 100 lbs

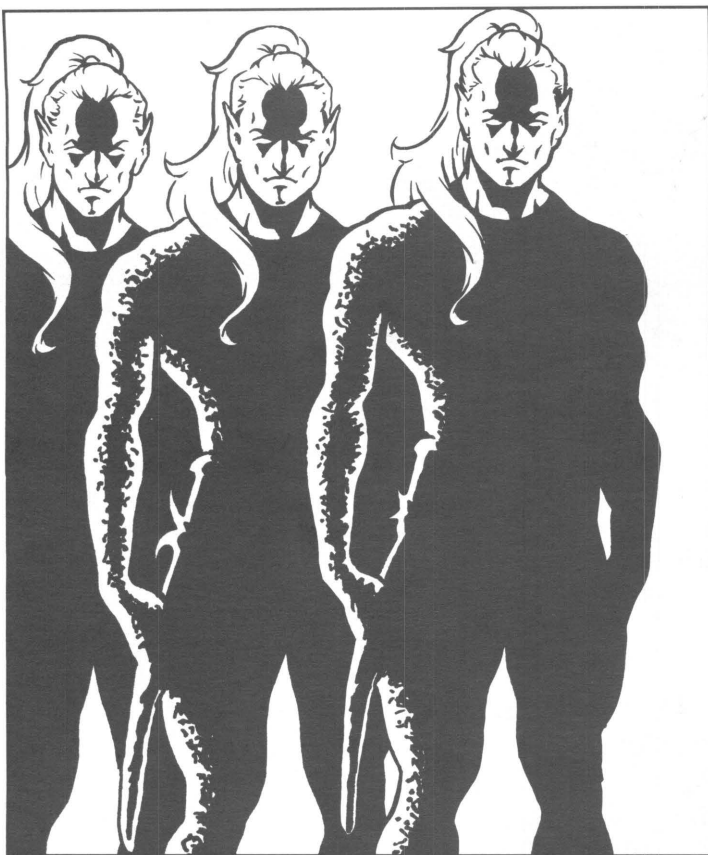
Average Lifespan: 250 years

CMR: 4

Natural AP: n/a

GenPackage: 100 Fate Points. Horticulture. Magick Sense. Basal Regeneration 1HP/day. Telepathy.

Everything's cool...(Neil & Sabbath)



MOKARR

The Mokarr are a race created by the Shadar Lord Ral Mokarr at the advent of the Fourth Age to serve the cause of darkness. Genetically bred to be the Shadar ideal of “perfect” (as in “perfectly” controllable) assassins, the Mokarr are slightly built, jet black humanoids who boast superior reflexes, perceptual abilities, and snake-like speed. As a byproduct of Ral Mokarr’s incessant tinkering, however, the Mokarr, while bred to be totally subservient to the Shadar Lords’ wishes, possess the capacity for superior intellectual capabilities.

Although the Mokarr were originally created to roam the blackened, magically darkened surface world of Fourth Age SenZar, they were driven to the subterranean Midnight Realm by the endless persecutions of the Human legions of Rel and various other humanoid surface dwellers—not to mention the fact that the sun began to shine once more upon the surface world once the Mokarr’s Shadar Lords were banished to the Void.

Once forced unto the Midnight Realm, the Mokarr, now without their dread Shadar Lords to guide their every conscious action, found the new taste of freedom not to their liking. The Khazak people, who were already firmly entrenched in the upper regions of the Midnight Realm, waged bloody war upon the battered Mokarr, who were intruders so far as the clannish minded Khazak were concerned. This new wave of persecution drove the Mokarr deeper and deeper into the bowels of the Midnight Realm, until by the first century of the Fifth Age they were seen no more.

Though unseen (but not quite forgotten) for the balance of nearly two thousand years, the Mokarr suddenly stormed back into the collective consciousness of SenZar in the first century of the Seventh Age, spreading their insidious dark influence to all known corners of the world as they prepared both their race and the world for the prophesied rebirth of their Shadar Lords from the clutches of the Void.

Although they are equipped to do so, the Mokarr cannot reproduce. Each new Mokarr is “born” from what is in effect a technomagickal “clone tank.” The new Mokarr is brought into existence as a fully grown individual, one individual only vaguely different in form from another. Mokarr are genetically “programmed” to be the same height and weight. Their lifespan is, of course, programmed as well—down to the exact second. Ral Mokarr would indeed be proud of his dark spawn, for they have managed to propagate the species quite well on their own.

The Mokarr live in an absolutely structured theocratic/technocratic society, paying equal homage to the Dark Earth Mother, Chthon, and to their superscientific Shadar masters. The ultimate goal for the Mokarr race as a whole is the absolute domination of the surface world and its many inhabitants, whom they consider to be nothing more than the property and playthings of their banished Shadar masters. They will stop at nothing to please their dark gods.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	14
Speed	16
Dexterity	16
Constitution	14
Willpower	14
Intelligence	16
Presence	15
Perception	16
Power	15

Average Adult Size

Height: 5’4”

Weight: 100 lbs

Average Lifespan: 100 years

CMR: 6

Natural AP: n/a

GenPackage: 100 Fate Points. Gloom Sight. Stealth. Languages: DarkSpeak, Druus (forbidden to speak), Silent Speech.

1) Kill 2) Parlay 3) Hop in the Source and Destroy Everything! (Gimlet & Havok’s Secret Playbook)



NAZAR ETHAN

Yet another “created” race, the Nazar Ethans were spawned in the latter half of the Third Age by the mad Eternal, Gabriel. Breaking all the rules (and forfeiting a large hoard of “Points” in the process), Gabriel caused an island to rise in the midst of the Sea of Stars, dubbed it “Nazar Eth,” then immediately created an entire race of superior golden-skinned immortals to populate his new playground.

Pleased with his new creation, Gabriel once more returned to his Eternal brethren, only to learn that Chthon, the Dark Earth Mother herself, had taken an immediate dislike to his “blasphemous” creation and had caused it to “vanish” from the face of SenZar.

In a major tiff, Gabriel roared back to SenZar and confronted Chthon, who calmly pointed out to him that since he had broken the rules of the immortals by violating her divine right to create new immortal life, she had simply turned the tables and had destroyed his new creation to “keep the balance.”

After the requisite puffing and posturing, and rather than incite another costly God War, Gabriel and Chthon decided to compromise, and thus the isle of Nazar Eth was once more.

The Primal Pact which the two lunatic beings struck resulted in several notable divergences from Gabriel’s original intended plans for his island paradise. Now, Nazar Eth was surrounded by a boiling sea, as well as a towering maze of sheer stone cliffs which formed a nearly impassable barrier between the boiling sea and the island itself. Terrible Chthonic monsters were introduced to

the once idyllic isle to harass forever the isle’s inhabitants. Where the people once were immortal, now were they mortal, yet immune to the natural aging of the body. All Nazar Ethans will retain physical beauty throughout their long lives, yet they will still die like other mortals when killed. (So they could live forever if kept from harm, yet they will die just like the other mortal races if subjected to enough damage.) And where the peoples’ skins once were uniformly golden, now were they a bright, shiny copper hue.

The final compromise was the introduction of a warp upon the isle itself which effectively phases Nazar Eth out of the normal continuum and makes it impossible for anyone to enter or to depart the isle without divine assistance (or at least 1 point of primal). Impossible to enter or to depart, that is, at least so far as the surface world is concerned—it’s quite easy to come and go via the Midnight Realm, if one is inclined to risk one’s eternal soul to try it.

And then, of course, there’s that shock most Nazar Ethans get once they find out that the only “Gabriel” known to the outside world is the self-styled “Lord of the Pit.”

ATTRIBUTES	GENMAX
Strength	16
Speed	16
Dexterity	16
Constitution	16
Willpower	16
Intelligence	16
Presence	16
Perception	16
Power	15

Average Adult Size

Height: 6’6”-7’

Weight: 200 - 300 lbs

Average Lifespan: Until Killed

CMR: 6

Natural AP: n/a

Special Abilities: 100 Fate Points. Magick Sense. Immunity to Aging. Telepathy.

*Talon returns, much to the woe of civilized man.
(Talon)*



SAURAN

The Saurans are a proud, if somewhat primitive, race of dinosaur-like humanoids who populate the arid wastelands of SenZar.

Leading a nomadic existence, the Saurans contentedly roam the wastelands with their massive herds of Slorrs, aided by their devoted yet doornail-dumb steeds, the ponderous Slaathaks. It's no wonder why so many of the young Saurans flee from their tribes to seek adventure: Sauran life is boring. Sand, scrub, smelly Slorrs, retarded Slaathaks, more sand, and up to two hundred and fifty years of even *more* sand. If properly fed and cared for, Saurans can live a very long boring life, even in the sand.

Note: For more information on the Slorrs and Slaathaks, take a look at Campaign Builder #1, "Creeping Death."

Those grateful few who manage to leave the wastelands behind them will no doubt find themselves welcome in more civilized lands, if only because Saurans make excellent mercenaries who can dish out (and take) damage like living tanks. Their prodigious strength, superhuman stamina, and thick scaly hides more than compensate for their lack of mobility. If they get hit, they can always regenerate the damage (even lost extremities, provided the extremity is not the head).

Saurans are quite adept at getting around in visual conditions which would leave most Humans fumbling about like lost little Slorrs. The Saurans possess an extremely efficient form of Infravision which has been adapted to their harsh desert environment. This adaptation allows the Saurans to perceive the heat

signatures of other creatures, yet retain their full "normal" spectrum vision even under blazing bright high-noon desert conditions. Like some species of snake, the Saurans possess a pair of special heat-sensitive "pits" which are set between their eyes and their aural apertures (their "ears"). While their eyes provide them with normal spectrum vision, the Saurans' heat-sensitive pits may be called into play whenever infravision capabilities are necessary.

Saurans can switch between their normal and infravision perceptions at will or, if they are so inclined, employ them simultaneously.

Saurans typically mate for life, and bear their young live. The young Saurans grow quite rapidly, and are capable of joining their parents in the endless task of tending the herds by the end of their first year.

ATTRIBUTES	GENMAX
Strength	18
Speed	12
Dexterity	14
Constitution	19
Willpower	14
Intelligence	13
Presence	15
Perception	15
Power	10

Average Adult Size

Height: 7'-8'

Weight: 400 - 500 lbs

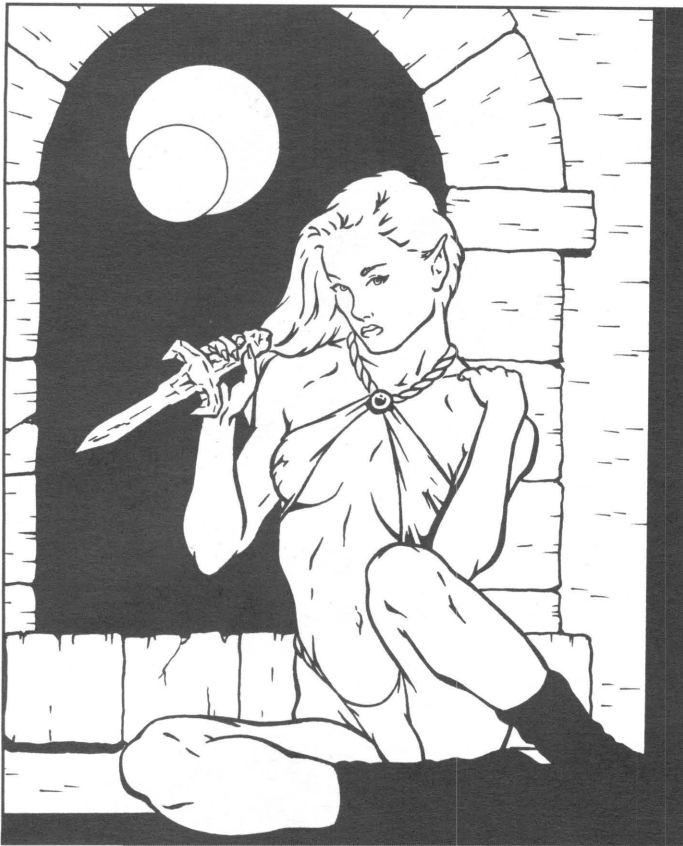
Average Lifespan: 250 years

CMR: 4

Natural AP: 10

GenPackage: 100 Fate Points. Basal Regeneration 1HP/day. Body Weaponry +1DC (Claws, Fangs, Tail). Infravision. Survival (Wasteland). Language: SSlurr.

I smash his village to pieces! (Nazaar)



SIDHE

The Sidhe, known to most as the “Fey,” or “Faeries,” are the eldest race on SenZar. As a race, they can trace their roots back countless generations prior to the first Death Horde invasion. As their generations are measured in the span of centuries, not years, it is easy to see the grain of truth in the Sidhe’s fantastic claim.

Creatures of the sylvan realms, the Sidhe prefer to inhabit those areas not frequented by man. The force of The Dragon—the ancient giver of life—in these untainted realms is stronger, at least according to the Sidhe, and they prefer to dwell in relative obscurity, far removed from the maddening flocks of so-called “civilization.”

All Sidhe consider themselves to be the guardians of nature and of all things natural and pure. They watch over all creatures of “The Good Earth”—the denizens of forest, field, and stream—and zealously ensure that the proper balance of nature is maintained. Hunters, fishermen, and foresters who ply their trade within an enchanted, Sidhe-patrolled realm must make the proper sacrifices to the Good Earth before they carry out their trade, lest the Sidhe cause them no small amount of grief for their blasphemy.

Physically, the Sidhe are most difficult to define. Flesh and blood mean very little to these elemental beings, who can form quite realistic “bodies” of any size, shape, and appearance within which to house their spirit. For game purposes, however, the Sidhe may form any humanoid form, ranging from one inch to seven feet. (Yes, even a one inch form may have a Strength—or whatever—of “15,” if the player so chooses. There is no law of physics which

defines that “small” means “weak”—at least in a world where magick, not physics, is the rule.)

This form may be male, female, or neuter, and may be of any humanoid race in appearance (though most Sidhe will prefer the typical “fey” look: pointed ears, exotic features, wild hair, etc.).

Once chosen, this form will be “bonded” to the Sidhe’s spirit, and the form may no longer be changed. If the form is destroyed (i.e., if the character is “killed”), then the Sidhe’s spirit will return to the Good Earth for its eternal reward.

Note: Due to the Sidhe’s unique characteristics, we suggest that Resurrections and the like be extremely difficult, if not impossible, for the Sidhe—unless the Creator wishes otherwise, of course.

ATTRIBUTES	GENMAX
Strength	16
Speed	16
Dexterity	16
Constitution	16
Willpower	17
Intelligence	17
Presence	17
Perception	17
Power	20

Average Size

Height: Variable

Weight: Variable

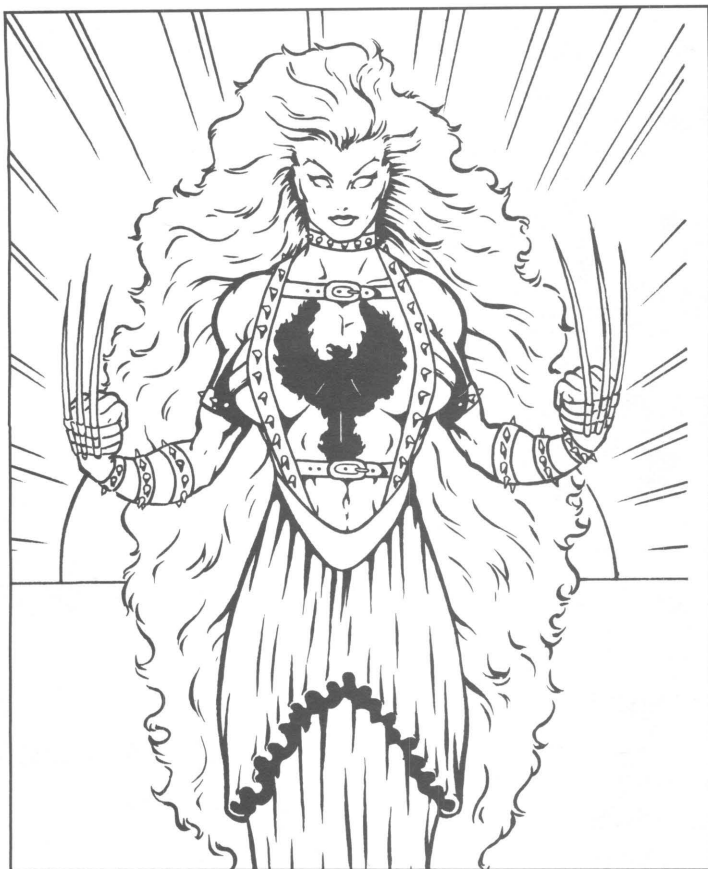
Average Lifespan: 1000 years

CMR: 6

Natural AP: n/a

Special Abilities: 100 Fate Points. Gloom Sight. The Sight. Magick Sense. Empathy. Woodcraft. Survival (select 1). Language: Sidhe.

Aleryon brews nuts. Not his, of course...(Val)



SILESTION

No other race upon SenZar may boast of such fierce, well disciplined, totally dedicated warriors. The reason is quite simple: Like the majority of the other races, the Silestion race was imported to pre-First Age SenZar by the Death Horde. What makes the Silestion case decidedly different from the majority of the others, however, is the fact that the Death Horde actually *lost* their first battle with the savage people of Silesia, the Silestion homeland. Only the subsequent annihilation of the system's sun took the fight from the people of Silesia; for to them, the sun was god.

The Death Horde, eager to recruit the remnants of this fierce civilization for their own twisted purposes, selected approximately half of the survivors and spirited them away, while banishing the totally rebellious remainder to the slave-world of SenZar. Therefore, the current Silestion race is, in truth, the surviving element of the most rebellious race ever to have defeated the Death Horde. It's not difficult to see why the Silestions carry themselves as they do, for duty, honor, and freedom still mean as much to them today as it meant to their fierce, indomitable forebears.

The Silestions' physical beauty is nearly hypnotic in effect to the uninitiated. Ranging from light copper tones to deeply golden hues, their skin is indeed exotic by Human standards. Their eyes appear to have neither pupil nor iris; instead appearing, again only to the uninitiated, to be nothing more than a single solid color throughout. It is said that the stare of a Silestion can be most chilling.

The Silestions have the unique ability never to tire so long as the sun shines down upon them. Their unique physiology also grants them virtual immunity to all known forms of mortal disease. It is suspected that the latter two abilities are divinely granted to the Silestion race as a whole, though this suspicion has never been substantiated.

To the golden-hued sun-loving Silestion, there is duty, there is honor, and there is freedom. The Silestion people consider these three ideals to be the crux of their being. First, there is a duty to serve faithfully the Malakon, or ruler, of the Silestion people. This devotion is carried out with honor, as are all actions of a true Silestion. As a direct result of performing one's duty with honor, there is, ultimately, freedom not only for one's self, but for all.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	15
Speed	15
Dexterity	15
Constitution	16
Willpower	15
Intelligence	15
Presence	16
Perception	15
Power	10

Average Adult Size

Height: 5'6" - 6'6"

Weight: 150 - 250 lbs

Average Lifespan: 100 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. Immunity to Fatigue while in sunlight. Immunity to Disease. Boxing or Wrestling (select one). Language: Silesian.

Screw Rel and the Mokarr he rode in on!
(Anonymous)



SOLARR

The Solarr are a race of eagle winged, golden skinned, angelic looking humanoids. Appearing very much like slender Silestions—albeit with wings—the Solarr do indeed share some of the Silestions' genes; having descended from the same original interstellar stock.

Among the swiftest fliers on SenZar, the Solarr are highly sought after as scouts, long distance messengers, and aerial warriors. Possessing a massive twenty-foot wingspan, an extremely efficient musculature, and a light, nearly hollow-boned skeletal system, the Solarr are capable of carrying up to one-half their Max Lift while in flight, without penalty. Solarr are also capable of hovering while in flight, though this is extremely strenuous, and may not be performed while encumbered.

Culturally, the Solarr are a peaceful folk who prefer the peace and serenity of their warm, sunny mountaintop cities, where they can pursue their love for the genteel devotions of art, aerial dance, and music. Their works, whether expressed by art, dance, or music, are highly prized by those of more sophisticated sensibilities.

Don't let the "genteel" devotion fool you: The Solarr, when roused to anger, fight with the ferocity of fighting falcons and avenging angels. They are, after all, descended from the same genetic stock as the Silestions.

The major target for Solarr aggression is the snake. Solarr absolutely loathe snakes. They hate snakes, and all their sneaky,

skulking, egg-eating kind. This deeply ingrained racial hatred probably stems from the fact that the Solarr brood their young from eggs. This avian type of reproduction is indeed curious, though it is considered by most to be the divine "gift" of the Phoenix, whom the Solarr worship as their supreme deity.

Physically, the Solarr share with the Silestions their unusual optic physiology, as well as their golden-hued skin. Unlike the Silestions, however, the Solarr's eyes are adapted for aerial reconnaissance, and as such are as sharp as the eagle's.

Regarded as emissaries of the Phoenix by the Silestion people, the Solarr are afforded the utmost respect by the Silestions, and vice versa. Though many races regard the angelic, soaring Solarr with awe, it is known that the same is not true of the Solarr, who regard most species incapable of flight as degenerate land-crawlers.

ATTRIBUTES	GENMAX
Strength	14
Speed	15
Dexterity	15
Constitution	16
Willpower	15
Intelligence	15
Presence	16
Perception	16
Power	10

Average Adult Size

Height: 6' - 6'4"

Weight: 100 - 140 lbs

Average Lifespan: 75 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. Flight at 5X CMR. Eagle Eyes (1 Mod). Language: High Silesian.

Die, mutie, die! (Skyren)



STARIN

The Starin, distantly related to the Sidhe and sometimes erroneously referred to as “elves,” are a race in decline.

Endless persecution by the followers of Rel, who mistakenly associate the fey-featured Starin with the diabolic hosts of darkness, has led to a gradual if inexorable decline of their numbers since the Fifth Age. Strangely, perhaps due to their own emotion-suppressing value system, the Starin appear to bear the Rellians no particular enmity. Appearances, however, can be deceiving, and the Starin, who may live for quite some time, may be biding their time for the battles yet to come.

Although the Starin are long-lived by mortal standards, their emotionally repressive culture seems to have taken the joy out of living for the majority of them. Starin, who bond for life with their chosen mate, have an extremely infrequent rate of reproduction; with only one child typically born to a couple; even though the couple may be together for a century or more.

Living in harmony with the world, the Starin manage to live a peaceful if somewhat reserved life in their sylvan homes. And although the outward expression of emotion is considered by the Starin to be, at best, totally rude, their fine craftsmen and artists manage to produce works of art which seem to deny their cold surface appearance. (The emotions are still there, of course—and not locked quite so deep inside as the Starin themselves may wish them to be.)

Despite their outward aloofness, the Starin are a proud race; quick to answer the call to arms when any other sentient's freedom is threatened by the forces of darkness. And answer the call they will: with Rangers armed with mighty Ironwood bows and Silversteel swords; and with mighty Wizards armed with ancient spells of power.

Because the Starin adamantly stand for the traditional values of “good,” they are looked upon with favor by most civilized races, including Humans (the non-Rellian Humans, that is), Khazaks, Silestions, and Azaar. The Sidhe, of course, view them much the same; the sole exception being the deeply emotional Sidhe's rather cavalier attitude toward the Starin's resolve to restrain their emotions.

It is a widely held belief that Starin never forget anything, and that their memories are as long as their lifespan. Their almond-slanted purple-tinged eyes are as sharp as the eagle's, and the Starin are at ease under visual conditions which would leave most Humans stumbling about in blind frustration.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	15
Speed	15
Dexterity	15
Constitution	15
Willpower	17
Intelligence	17
Presence	16
Perception	16
Power	15

Average Adult Size

Height: 6' - 6'4"

Weight: 140 - 180 lbs

Average Lifespan: 200 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. Total Recall. Gloom Sight. Eagle Eyes (1 Mod). Art or Music (select 1). Languages: High Starin, Starin, Sidhe.

They all die as Mad Sam laughs. (Corad)



TAURAN

Taurans are a proud race of humanoids who resemble a cross between man and bull. Towering in height and immensely strong, Taurans are extremely capable as warriors, mercenaries, or bodyguards. Even unarmed, Taurans may inflict terrible damage with claws, hooves, and, of course, their mighty horns. With their enhanced senses, they are also highly sought after as scouts or trackers.

Unlike the G'rru and Tygor, who often prefer the company of their own kind to others, Taurans seem to be most happy when surrounded by the trappings of civilization. Their origins seem to stretch back to the First Age, specifically to Zengara, where they were rumored to have first been bred. The city and its environs has always been and probably will continue to be their chosen stomping ground. As such, feral Tauran communities are, at best, unlikely to be encountered.

The most likely reason for the Tauran proclivity to remain among the civilized is that the Tauran cannot reproduce within their own species. Tauran males must select Human females to bear their offspring; Tauran females must select Human males to sire theirs. It is this bizarre reproductive process which fires the cleansing rage of the righteous Rellians, who consider such interspecies acts to be nothing less than absolute blasphemy. Not that the Taurans give one little whit about the Rellians, though: They'd just as soon mate with them as with any other Human.

Not so strangely, male Taurans will take a harem unto themselves, just like the bulls which they so strongly resemble. The

male Taurans will treat the members of their harem with the utmost care, and will defend them from any and all acts of aggression both swiftly and mercilessly.

Female Taurans, unlike their male counterparts, often will remain monogamous with their chosen mate. The females, however, will treat their mate in the same fashion as do the males.

ATTRIBUTES	GENMAX
Strength	19
Speed	14
Dexterity	12
Constitution	17
Willpower	16
Intelligence	12
Presence	16
Perception	16
Power	10

Average Adult Size

Height: 7' - 8'

Weight: 500 - 600 lbs

Average Lifespan: 75 years

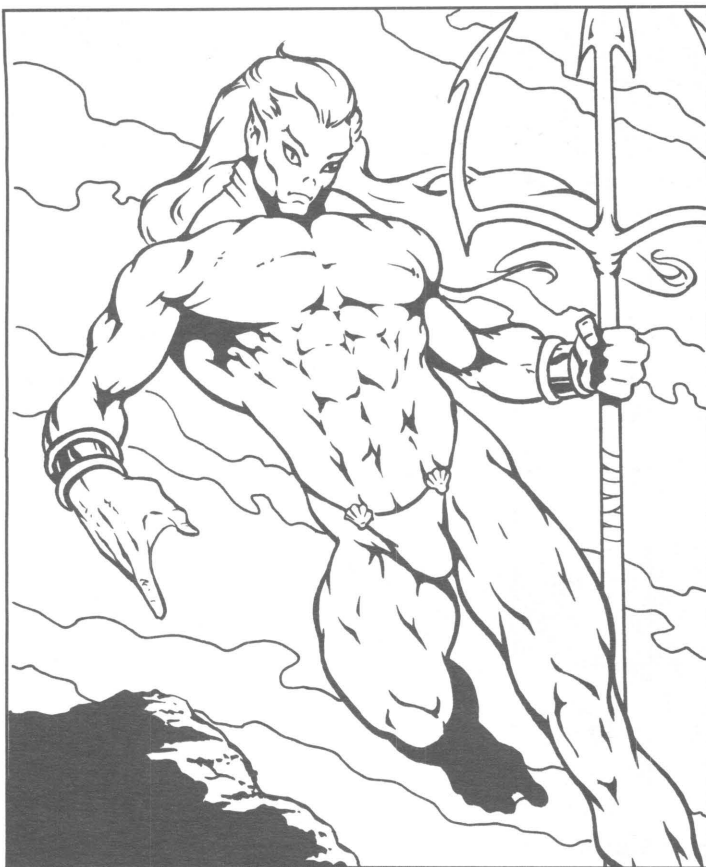
CMR: 5

Natural AP: 2

GenPackage: 100 Fate Points. Body Weaponry +1 DC (Claws, Hooves, Horns). Gloom Sight. Bloodhound (1 Mod). Directional Sense. Language: Common, and the dialect of their native city.

Zaar: "You're going to a place where Lotus is illegal, my friends."

Rockenfield: "Well, then, I guess we'll just have to bring lots of it with us..."



T'LEEL

The T'leel are a race of amphibious humanoids who dwell beneath the sea.

Often mistaken by superstitious seafarers as “mermen” and “mermaids,” the T'leel are in fact distantly related to the Starin, with whom they share genetic stock. Millennia of adaptation to living in the sea, however, has shaped the T'leel along varying lines. While they are still capable of breathing air through their diminished noses, their gills (located in parallel columns along the lower neck) provide them with the means to separate the necessary oxygen from the sea. Their hands and feet are webbed (the fingers webbed all the way to the second knuckle) in order to provide better marine locomotion.

Like dolphins and whales, the T'leel communicate by means of song. Because of sound's capacity to travel great distances in water, the T'leel may communicate with one another across distances which would seem incredible to most surface dwellers.

Note: We suggest that the number of points which the Music Skill Roll is made by be used as the number of miles which the communication may travel.

Although the T'leel may still breathe air through their nose, and thus function out of the water, they still are dependent upon water to keep their bodies hydrated, and thus healed. Thus, no T'leel will gain any of his normal healing bonuses unless he immerses himself in water (a brief immersion will be enough to ensure 1 day's normal healing) or employs 2X normal water rations on himself to keep himself periodically hydrated.

In the millennia since their freedom from the concentration camps of the Death Horde, the T'leel have spread across many of the known seas; founding their graceful undersea cities along the edges of the continental shelves, where they are far enough removed from intrusion by surface dwellers, yet not deep enough to provoke the wrath of those things which are best left undisturbed by mortals.

On occasion, the T'leel will aid the survivors of shipwrecks; often taking them down to their cities, where they are sequestered in specially magicked “oxygenated” areas until they are healed and ready to return to the surface. The T'leel will await the passage of another surface vessel, and then will spirit the shipwreck survivors to the vessel, where it is hoped that the captain of the vessel will take them on. This selfless interaction with the surface dwellers has often resulted in the taking of those T'leel who linger too long on the scene.

As noted above, T'leel generally are selfless, kind, and willing to observe the unwritten “rules of the sea.” Yet, when sorely provoked, T'leel can and will defend themselves either through physical action or through the magickal arts—both of which they are quite familiar with.

<u>ATTRIBUTES</u>	<u>GENMAX</u>
Strength	16
Speed	16
Dexterity	16
Constitution	16
Willpower	15
Intelligence	15
Presence	16
Perception	16
Power	13

Average Adult Size

Height: 6' - 6'4"

Weight: 180 - 240 lbs

Average Lifespan: 200 years

CMR: 5

Natural AP: n/a

GenPackage: 100 Fate Points. Swim at 3X CMR. Keen Hearing (1 Mod). Gloom Sight. Aquatic Dependence (no normal healing w/out immersion in water or 2X normal water rations). Music (Voice). Language: T'leel.



TYGOR

The Tygor are a race of humanoids with the combined qualities of both cat and man.

Unlike the other “feral” races, such as the G’rru and the Tauran, the Tygor are not a totally homogeneous race. Some Tygor may resemble humanoid tigers, some may resemble humanoid leopards, while others may resemble any of the various species of great cats. Rarely, some Tygor may in fact resemble some species of common cat (like the Siamese, Calico, or Tabby breeds, etc.).

Socially, many Tygor prefer to remain in the wilds, where they are free to roam and hunt within their own extended family group, or band. Leading a nomadic lifestyle, following the great herds of game upon which they prey, the feral Tygor are often mistaken for actual bands of great cats—and are often slaughtered by hunters who really don’t care whether or not they’re “real” great cats, because their hides still garner the same value as the “real” hides do on the trading block.

Those few who make their way to civilization often find that their superior physical attributes and keen senses can land them employment (not to mention, adventure) in any of a number of professions. With the exception of the zealous Rellians, who consider the Tygor to be abominations to be cleansed from the world, most civilized races get along quite well with the Tygor, and will tolerate them as long as they remember to use the kitty box.

The Tygor may mate among their own species, and may produce a litter of one to four cubs (or kittens) every year.

Tygor have Human-like hands and feet with wicked, fixed claws. Tygor cannot retract their claws like the majority of great cats can. Their eyes resemble the eyes particular to the species of cat which they resemble, as does their fur.

Unlike the other feral races, the Tygor are suspected to have been one of the races imported to Senzar by the Death Horde, although this has not yet been proven to the historians’ satisfaction.

ATTRIBUTES	GENMAX
Strength	16
Speed	16
Dexterity	16
Constitution	16
Willpower	14
Intelligence	14
Presence	16
Perception	16
Power	10

Average Adult Size

Height: 6’ - 6’6”

Weight: 180 - 240 lbs

Average Lifespan: 75 years

CMR: 6

Natural AP: n/a

GenPackage: 100 Fate Points. Body Weaponry +1DC (Claws, Fangs). Gloom Sight. Bloodhound (1 Mod). Stalking, Survival (Select 1). Language: Myyrrn.

Fantus notes that we look like something out of “The Wizard of Oz” (Tygorr)

PROFESSIONS

Professions are chosen by the player to express his PC's particular life-path or professional interest.

Choosing A Profession: The player may choose his PC's field of expertise from any of the following professions. Each different profession, from the potion-concocting Alchemist to the arcane Wizard, stresses a particular method of Combat/Magick progression and Combat/Magick field of expertise; with each area, or combination of areas, being unique to that specific profession. Therefore, even though the player may elect to play a Warrior, his PC will differ somewhat from the player who elects to play a Martial Artist. Although both professions have Professional Combat, each approaches the combat method in an entirely different light. This "unique specialization" encompasses all of the professions, even the magick-using ones, who may differ tremendously from one another even though they may cast spells from the same realm of magick.

Balance: All professions are "balanced," with no one profession enjoying a particular advantage, either in combat or in spellcasting, over another. There are some subtle and not-so-subtle differences from profession to profession, to be sure. And, of course, the enterprising player may eventually be able to exploit these "subtle" differences to his advantage. But the point is that all professions begin with the potential for greatness. It's simply up to the player himself to take advantage of the situation, and make his PC great!

XP: All professions—even the ones with both combat and spellcasting capabilities—progress the same on the Experience Point chart. The "balance" for this seeming advantage—besides the obvious GenMin increases—is the fact that the majority of the "dual-classed" professions must adhere to a specific set of unwritten rules, or codes. As a result, they must "follow the rules" and "stay within the lines," whereas those without codes do not. (In other words, playing one of the "dual-classed" professions will really test your role-playing abilities, and the player will "get what he plays for.")

Dual & Multiple Professions: For those who aren't quite willing to play a mere single profession, there are some dual and/or multiple profession options available. There are many possible combinations, and we suggest that any of these may be viable options, provided that there are no obvious "Code Conflicts" between the professions (as there would be with a Dragonslayer/Necromancer), and, most importantly, that the Creator allows the dual and/or multiple profession option.

Dual & Multiple Profession XP: If the PC has but a single profession, then he allots his Experience Points to a single Experience Point progression. If the PC has two or more professions, then he must treat each profession as a separate, individual Experience Point progression.

Note: We suggest that those with two or more professions keep separate XP for each of their professions. Typically, any XP awarded is divided up between the professions and then allocated equally to each one. Possible exceptions to this "equal division" are specific training in a profession (at the cost of progressing in

the character's other professions) and XP awarded from combat (usually solo) which is strictly unique to one of the PC's professions (if the PC is a Martial Artist/Wizard, and he wins a Wizard's Duel without using any of his martial arts abilities).

Tweaking A Profession: Nothing is set in stone, and the Creator should feel free to "tweak" a profession to suit his own campaign. For instance, as it is written, the Assassin, who is typically considered to be "evil" by most conventions, may choose only Black Wyrms martial arts, and must follow a fairly dark code of silence. Who knows: perhaps, in your campaign, there might be a Shy'R martial arts-based cult of Assassins (who may serve a more "neutral," or even "good" cause). So feel free to "tweak" anything out there to suit your campaign. After all, we're not running your campaign—you are!

Time To Learn: Unless stated otherwise, the time to "learn" a profession and hence make "1st level" in it typically takes from 4 - 7 years. (So if one decides to take up an additional profession *after* game play has begun, one had best be prepared to spend a good amount of "game time" in doing so.)

Combat & Magick

Professional Combat: +1 CV (AV & DV) per level. This begins at 1st level, and continues on at 2nd, 3rd, etc.

Semiprofessional Combat: +1 CV (AV & DV) every two levels. This begins at 2nd level, then continues on at 4th, 6th, etc.

Professional Magick: +4 to Power Attribute per level. This takes effect at 1st level, and continues on at 2nd, 3rd, etc. Those with Professional Magick begin the game with 7 free spells from within their field of study.

Semiprofessional Magick: +3 to Power Attribute per level. This begins at 1st level, and continues on at 2nd, 3rd, etc. Those with Semiprofessional Magick begin the game with 4 free spells from within their field of study, if any.

Nomenclature Note: For sake of brevity, we often employ the abbreviations "Pro" and "Semipro."

Action Phases: All PCs begin with 1 Action Phase—even if the PC begins the game with more than one profession. (For more info on the progression of Action Phases after 1st level, take a look at the "Combat" section.)

Hit Points: All PCs begin the game with Hit Points equal to their CON Attribute X their Level of Experience. This progression continues at 2nd, 3rd, and so on, up until 100th level. (See "Hit Points" for more info.)

should this not be enough to satisfy him, he can always create new life by use of the Minor and Greater Creation operations.

All Alchemists are trained in “Grenades,” which is the “Weapon Training” skill of hurling, lobbing, or tossing their many potent alchemical vials, flasks, grenades, or whatever other forms of containers they employ to store their alchemical tricks within. The skill is in fact a necessity for any “adventuring” Alchemist. There will be situations in which the Alchemist must target a foe and tag him with a vial of alchemical nastiness, and it certainly pays to be “proficient” when—and not “if”—this situation arises.

Note: For more info on the mighty arts of Alchemy, take a look at the appropriately titled “Alchemy” in the “Magicks” section.

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

13

13

10

GENERATION PACKAGE

Alchemy (Pro Magick), Semipro Combat, Magick Sense, Artificer, Cryptology, Scribe, Natural Lore, Horticulture, Astrology, Jeweler, Locksmith, Smithing, Languages (select 2), Grenades (Weapon Training), Exotics, Venoms, Poisons & Radiations, Any 1 Weapon.

I'll put it in my Bags of Hoarding. (Azriel)

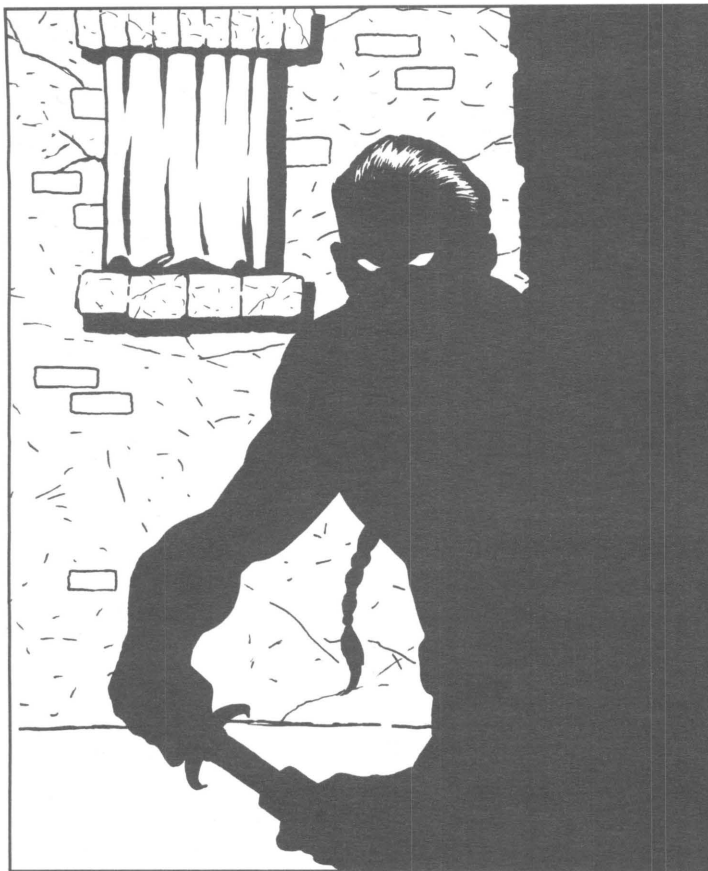
ALCHEMIST

The Alchemist is a technomagickal scientist who pursues the metaphysical discipline of Alchemy.

During a lengthy apprenticeship (comparable to the amount of time necessary to achieve a doctorate in chemistry), the Alchemist is trained to harness the power of his *Quintessence*, which he will employ to affect the many alchemical operations. This Quintessence, or “fifth essence,” is what enables Alchemists to complete the final transformations in their alchemical operations. Without this unique ability, the ingredients would never catalyze to their true potential, and the Alchemist would be left with only so much rubbish. Armed with the ability to employ his Quintessence to metaphysically catalyze the ingredients, however, the Alchemist becomes a force to be reckoned with.

Why? While other spellcasters must limit themselves to a certain number of spells cast per Combat Round, the Alchemist, who can prepare his potions in advance and have them stockpiled for the occasion, effectively can employ as many of his potent toys as he sees fit. Instead of merely popping off with one spell at a time, the Alchemist, who can hoard potions beforehand in Alchemical Grenades and other such goodies, can let fly with multiple spell-effects simultaneously. The damage from such stockpiled goods can be, to say the least, extreme.

In addition to all the potent damage potential, the Alchemist is gifted with the ability to prepare venoms and poisons, as well as a number of alchemical goods that can come in quite handy for those dungeon adventures. At the higher levels, the Alchemist can prepare the potent Aquas, as well as the unique Ultimates. And



ASSASSIN

Assassins are highly trained martial artists who specialize in the morally questionable arts of subterfuge and infiltration, and the sublime art of assassination.

The majority of Assassins are members of clandestine sects or covert organizations. Operating within a rigidly maintained social order, these Assassins live their lives in an isolated, sectarian society; constantly training and refining their skills while they await their hidden master's commands to "paint a canvass of black"—to assassinate a chosen victim.

While the practice of assassination is generally frowned upon by the majority of civilized races, it is ironic to note that "guilds" of Assassins are found in nearly every city on SenZar. However, since secrecy is absolutely essential in order for the Assassin to carry out his work, these guilds, while "known," may be extremely difficult for the common adventurer to find.

Though difficult to find, Assassins can be found and employed by those willing to take the necessary effort. Spying, infiltration, covert operations, and even the ubiquitous assassination may be negotiated—but only if the party is willing to pay, and pay dearly, for the Assassin's services. Failure to meet the required price (and they can run quite steep) will result in immediate termination of contact between the guild and the customer, as well as the immediate termination of the customer.

Assassins follow a code of silence. The Assassin is sworn to total secrecy: he may not reveal information about his sect, his guild,

his fellows, his instructions or training, or his master. Those rare few who dare to violate this sacred code are blacklisted by their former brethren, and are systematically hunted down and eliminated. This blacklisting will not end until the Assassin has destroyed his former master, or until the Assassin himself has been destroyed.

Assassins are capable of delivering "The Silent Strike," a polite term for an "instant-kill" blow. The specifics of the Silent Strike procedure may be found in the "Martial Arts" section.

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

12

11

12

11

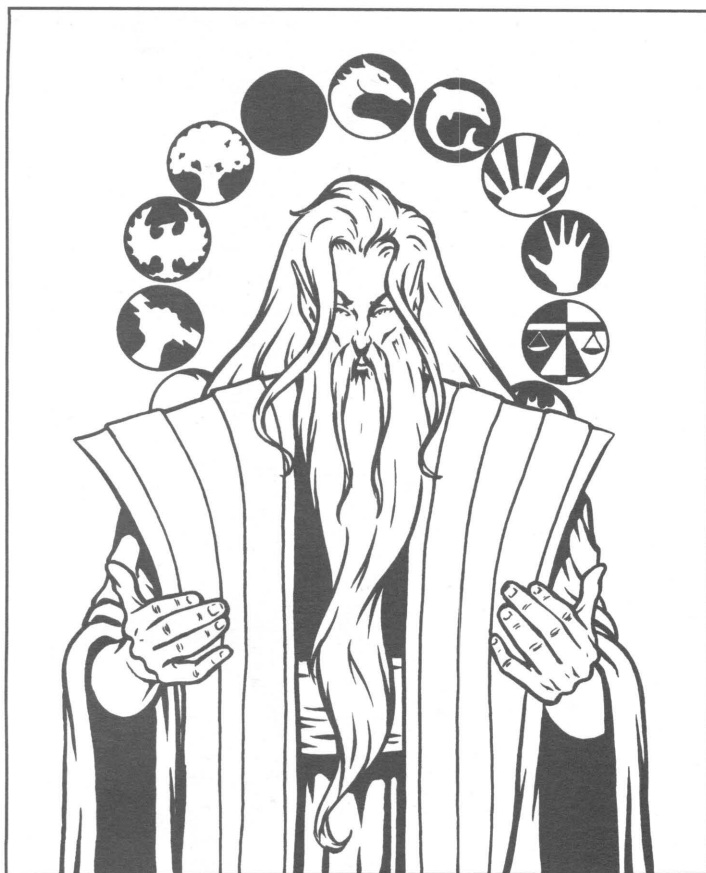
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11

GENERATION PACKAGE

Pro Combat. Semipro Magick Progression. Black Wyrn Martial Arts Basic Package. Any 2 Black Wyrn Disciplines. The Silent Strike. Silent Speech. StreetSpeak. Streetwise. Ambush. Languages (any 2). Survival (select 1). Swimming. Climbing. Traps. Venoms, Poisons & Radiations. Any 4 Weapons.

I hate, therefore I am! (Darokin)



ASTROMANCER

Astromancers are devotees of the powers of the heavens. The sun, the moons, the stars and the zodiac are the celestial entities from which the Astromancer draws his own unique powers.

Practitioners of Astromancy, or magick derived from the celestial powers, Astromancers are skilled in divination by means of casting horoscopes or by consulting the skies for signs and omens. Due to their specialty in the divinatory arts, Astromancers are often sought by royalty to serve as court viziers, magi, or wise men.

But don't let all the wimpy-sounding "divinatory" stuff fool you: Through the powers of the 13 Zodiacal Power Signs (which are explained in the "Cosmology" section of this book), the typical Astromancer can call into play some powerful spells, especially at the higher Orders of Power. Unlike the majority of the other spell-casting professions, the Astromancer can cast the majority of his spells simply by inscribing the appropriate Zodiacal Power Signs in the air before him—swiftly, and silently.

Each Astromancer must choose one of the thirteen Zodiacal Power Signs as his own. Normally, the sign which the Astromancer is born under is the sign from which he draws the most power. This sign may be selected by the Astromancer (when he selects his Birthdate at PC Generation), or may be chosen randomly.

In any event, the Astromancer's magickal power will wax when his sign rules the skies (a period of one 28 day month during the 364 day year). During this time, all of the Astromancer's spells will enjoy a free piercing bonus of -1/-5% (Power Saves) per level of the Astromancer to the target's saving throw vs. the spell. See "Piercing" in the Things Magick section under "Tomes" for more information concerning Piercing.

Note: The effectiveness of many Astromancy spells varies with the current state of the heavens. For a complete breakdown of the various effects, refer to the "Cosmology" and the "Astromancy" sections.

ATTRIBUTES

GENMIN

Strength

Speed

Dexterity

Constitution

Willpower

12

Intelligence

13

Presence

Perception

12

Power

10

GENERATION PACKAGE

Astromancy (Pro Magick). Zodiacal Power Sign (select one). Semipro Combat. Magick Sense. Artificer. Astrology. Divine Lore. Theology. Scribe. Cryptology. Exotics. Languages (any 2). Any 1 Weapon.

Accidentally blow up a parsec of space. (Soren)



BATTLEMAGE

The Battlemage is a spellcaster who specializes in the distribution of damaging spells, especially in mass warfare battlefield-type scenarios.

Trained in the extremely efficient realm of Battlemagick, the Battlemage may draw upon a wide arsenal of damage-inflicting, terrain-morphing, and combat-augmenting spells which are found in no other spellcasting realm. With magickal abilities that are directly focused upon the distribution of death and destruction, the Battlemage is a highly sought after addition to any adventuring party.

Unlike those from the other “pure” spellcasting disciplines, Battlemages are schooled in the sublime arts of war. Although their personal combat skills aren’t honed to a fine degree, Battlemages do get more Hit Points per level than do many other of the “pure” spellcasting professions. Battlemages are specifically trained to operate in field conditions, under the duress of all-out mass combat. As such, they generally are cool-headed under conditions which would leave most sword-swinging mercenaries bogged down by the weight of their freshly soiled suits of mail.

Battlemages are trained in only two places on SenZar: the Shadow Hawk Guild, in Rotath; and the Collegium, in Zengara. Historically, although the two schools are diametric opposites as far as their philosophies, morals, and ethics are concerned (Shadow Hawk is “bad,” and the Collegium “good,” just to simplify matters), both produce similar Battlemages (in other words, no matter where they’re trained, they all turn out to be aggressive lunatics).

Battlemages prefer to face and to destroy those of their own ilk before any others on the battlefield. This small drawback is due to the Battlemage’s unique psychological programming (i.e., brainwashing), and all Battlemages are subject to it.

Note: If the Battlemage has reservations about facing his nemesis, or if the battle demands his attentions elsewhere for the moment, he is allowed a Save vs. WILL in order to “deny” his programming. However, a successful Save must be made at the beginning of each and every Combat Round once the Battlemage becomes aware of an opposing Battlemage, or he will stop at nothing to face and to destroy his opponent.

ATTRIBUTES

Strength	12
Speed	
Dexterity	
Constitution	12
Willpower	12
Intelligence	12
Presence	
Perception	
Power	10

GENMIN

GENERATION PACKAGE

Pro Combat. Battlemagick (Semipro Magick). Magick Sense. Natural Lore. Any 4 Weapons. Ambush. Riding. Exotics. Siege Weapons. Scribe. Tactics. Command. Languages (any 1).

Havok lets me kill him. I punt his head. (Gimlet)



DRAGONSLAYER

The Dragonslayer is the paragon of chivalry, honor, and justice...
...or so the story goes.

Originally established by the Rellians to serve as the ultimate deterrence for things evil, the Dragonslayer Knights have in recent times garnered a reputation for cruelty, dishonesty, and hypocrisy—and not just so far as the poor dragons are concerned, either. The Rellian dogma, which originally championed the ideals of chivalry, honor, and justice, has transformed itself in response to the endless persecutions which are visited upon the Rellians by their oppressors. Nevermind the fact that the Rellians themselves are to blame for the constant persecutions (they started it first). The Rellians will have their ultimate vengeance, and the Dragonslayers will be their holy champions.

Potential Dragonslayers are selected from the ranks of aspiring Rellian priests and holy warriors; they are chosen for their particular religious zeal and pure fanaticism, not to mention their “pure” Human genes. (99.9% of Dragonslayers are Human, and those who aren’t soon will find themselves hunted down and “purified” by the ever-vigilant Inquisitors.) The recruits are trained in the arts of combat, and are instructed in the holy discipline of Divine Magick. Once the recruit passes his rigorous indoctrination, he swears allegiance to Rel and all of his heavenly hosts, swears to uphold the sanctimony and divine righteousness of the Church of Rel, and swears—quite hypocritically—to uphold the Cause, that ancient Code of Champions, which all good souls hold true.

The sad truth of the matter is that, while Dragonslayers do have a Code (the Cause) which they must honor (yet seldom do), there is no penalty for failing to adhere strictly to it. No divine bolt will strike down the Dragonslayer who sways from the Cause; no heavenly host will appear to strip away the Dragonslayer’s divinely-granted magickal abilities. As long as the Dragonslayer obeys every command of his holy superiors—no matter how corrupt—all will be well. The commands issue from the top-down, and, ultimately, at the top of the chain of command sits Rel himself.

Note: For more info on Rel, check out the “Cosmology” section.

Despite all of the corruption, there occasionally rises to power a Dragonslayer who is a throwback to the ancient times; who truly believes in and upholds the Cause, no matter what the cost. Of course, these raving “goodie-two-shoes” lunatics don’t often last that long in a society filled with Rellian fanatics and mind-probing Inquisitors...

ATTRIBUTES

GENMIN

Strength	12
Speed	
Dexterity	
Constitution	12
Willpower	11
Intelligence	11
Presence	12
Perception	
Power	10

GENERATION PACKAGE

Pro Combat. Divine Magick (Semipro Magick).
Magick Sense. Riding (warhorse). Mounted Combat
(warhorse). Theology. Divine Lore. Pit Lore.
Command. Any 4 Weapons.

Once again the forces of darkness finance the campaigns of the righteous. (Captain Scaleron Wyvern)



ENCHANTER

Enchanters are spellcasters who specialize in the magickal arts of influence, deception, and illusion.

To fully complement their magickal abilities, Enchanters very often are trained in the finer arts, such as dance, music, art, and acting. This “real world” cross-training often enables the Enchanter to carry out his true plans (whatever those “true plans” may be) without constantly having to resort to the casting of spells, which may not always be desirable in certain situations.

In fact, some Enchanters who wish to keep a shroud of secrecy or mystery about them often maintain a dual identity: one, the famous entertainer loved by millions; the other, the wicked (or not-so-wicked) Enchanter who sells his powerful illusory services to the highest bidder. Thus, some Enchanters will specialize in one or more of their “real-world” entertainment or performing skills, if only to conceal their true nature from any and all prying eyes.

***Note:** Yes, it's true. Most folks don't like Enchanters, and many of them aren't too shy about showing their true feelings on the matter. Remember: not too many folks like the fact that Enchanters deal with illusions, charms, and other “deceitful” magicks.*

Some Enchanters may choose to disguise their true nature by posing as bards or Spellsingers. For those who wish to choose this course, we should include a small warning—don't. You might get away with it once or twice, or even multiple times (and don't make too much “noise”), but the mighty Spellsinger will probably have a thing or two to say if (and/or when) he crosses paths with

you. To the Spellsinger, who lives by the ever-popular “Rules of the Road” in which life or death duels are a fact of his existence, such quasi-musical “pretenders”—especially magick-using ones—are more often than not treated like the scum that they truly are.

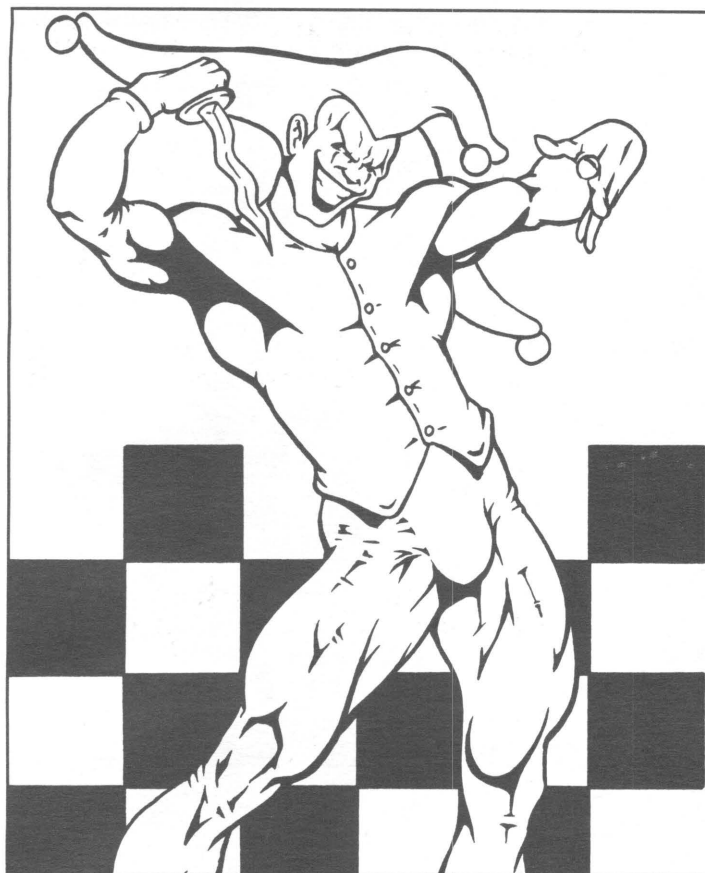
Then again, it's not like the Enchanter can't show even the mighty Spellsinger a thing or two if the Enchanter is prepared beforehand with every wicked trick possible from his formidable arsenal of spells...

<u>ATTRIBUTES</u>	<u>GENMIN</u>
Strength	
Speed	
Dexterity	12
Constitution	
Willpower	12
Intelligence	12
Presence	12
Perception	
Power	10

GENERATION PACKAGE

Enchantment (Pro Magick). Semipro Combat. Magick Sense. Artificer. Art. Music (select 1 art form and 1 instrument). Acrobatics. Acting Oratory. Exotics. Legerdemain. Languages (any 2). Scribe. Any 1 Weapon.

We drink & drink & eat & dance & drink again!
(Kallysto)



HARLEQUIN

The Harlequin is a True Loon: a specially trained Assassin/Enchanter with a decidedly strange passion for spectacular theatrical kills.

When the situation calls for an assassination to be made as boldly, as insanely, as possible, then the traditional Assassin, who traditionally operates in a clandestine fashion, is passed up and the Harlequin is loosed.

The more dangerous the victim, the more the Harlequin will work to see that the victim is publicly broken, humiliated, and disgraced before delivering the coup-de-grace. And the final act of the lunatic Harlequin is never anticlimactic...

The Harlequin begins his training as an Assassin, but is "weeded-out" of the normal training process once the true lunatic nature of his personality surfaces. Only then does the Harlequin's true training begin: intense study in Enchantment, as well as the study of the finer arts, such as acting, dance, or public entertainment. These seemingly innocuous arts actually provide the Harlequin with the tools needed for implementing the unique "signature" assassinations so often associated with the Harlequin.

Due to their intensive training in the finer arts, Harlequins are often quite capable actors, artists, or performers; very often commanding respect, fame, and exorbitant prices for their thespian skills. Of course, this dual existence makes it much easier for the Harlequin to carry out his craft, for few would expect a patron of the finer arts to possess such a... dark side.

Harlequins, although free to carry out their dual existence, must answer to the same masters as do the Assassins. As such, they too are bound by a code of silence—although they, unlike the silent Assassin, are free to taunt their victims to their twisted hearts' content.

And taunt they will...

ATTRIBUTES

Strength	12
Speed	
Dexterity	12
Constitution	12
Willpower	12
Intelligence	12
Presence	12
Perception	11
Power	10

GENMIN

GENERATION PACKAGE

Pro Combat. Enchantment (Semipro Magick). Magick Sense. Black Wyrms Martial Arts Basic Package. Any 1 Black Wyrms Discipline. The Silent Strike. Silent Speech. StreetSpeak. Streetwise. Ambush. Art or Music (select 1 Art Form or 1 Instrument). Acting or Oratory (select 1). Scribe. Legerdemain. Traps. Venoms, Poisons & Radiations. Languages (any 2). Any 4 Weapons.

I taunt one to death. (Raganon)



INQUISITOR

Inquisitor—the mere mention of the word strikes dread into the hearts of the Rellian faithful, for the Inquisitors are the mystic watchdogs responsible for monitoring the very thoughts of the faithful, like some fanatical mystical version of the “thought police.”

Though they serve the holy fathers of the Holy Church of Rel, Inquisitors are by no means pure and holy themselves, nor are they expected to be. Their demanding job precludes this, at least in the wise eyes of the holy fathers of the church. The Inquisitor must ever be vigilant; constantly on guard for the infidel and the impure thought. No remorse must fill the Inquisitor’s heart when he is called to execute the holy dictates of the Church of Rel, which state that blasphemy must be punished by death.

Trained in the church-approved science of Mysticism, the Inquisitor can call upon a formidable arsenal of spells with which to carry out his holy duties, duties which include: monitoring the faithful’s thoughts and prayers; divinations for the well-being of the church and its flock; and, of course, persecution of the church’s many blasphemous enemies.

The number of Inquisitors serving the church at one time is strictly regulated by the Church of Rel. Following the guidelines set down in the Holy Book itself, no more than seven-times-seven Inquisitors may actively serve at one time. Typically, this number is divided into a body of forty-eight Inquisitors and one Grand Inquisitor, who answers directly to—and only to—the Highfather of the Church of Rel himself.

All Inquisitors serve the church, and must do so faithfully lest they find themselves the victim of a Grand Inquisition, or the ubiquitous “Purification”—death by fire in Purification Square, in the heart of the Holy City of Aroturus. Also, all Inquisitors must “purify” the unholy, the infidels, and the blasphemers by Purification. This cleansing by fire is the only church-approved way to deal with such evil, and all Inquisitors must follow this edict—even if one of their own number is the victim.

ATTRIBUTES

Strength	12
Speed	
Dexterity	
Constitution	
Willpower	14
Intelligence	12
Presence	
Perception	12
Power	10

GENMIN

GENERATION PACKAGE

Mysticism (Pro Magick). Artificer. Magick Sense. Semipro Combat. Theology. Divine Lore. Interrogation. Stealth. Exotics. Venoms, Poisons & Radiations. Meditation. Scribe. Languages (any 2). Any 2 Weapons.

Feeeeeeed usss the Hobbbit! (Some stupid monster speaking to Vain about Sprunge)

Can I make it destroy him? Please? (Note from Sprunge)



MARTIAL ARTIST

The Martial Artist is a highly trained specialist in the art of unarmed combat. Though they can use weapons, weapons aren't necessary in order for the skilled Martial Artist to inflict tremendous amounts of damage—he can fight unarmed just as well, if not better, than your average adventurer can with an entire armory of weapons at his disposal.

Martial Artists may specialize in either Black Wyrn, the “subterranean” martial arts style, or in Shy'R, the “surface world” martial arts style. (For more info on the different styles, please refer to the section on “Martial Arts.”) Unlike the majority of martial arts-using professions, the Martial Artist may, if so willing, cross-train in the two styles; selecting the best maneuvers from the styles and adding them to his arsenal. In effect, the true Martial Artist will study whichever style best suits his needs—despite the origin of the maneuver. This rather cavalier attitude often gives the Martial Artist a “mercenary” reputation with the more hardcore devotees of the two styles, and this may create some friction between the Martial Artist and the fanatics.

Note: Before acquiring any martial arts maneuvers from a particular style, the Martial Artist first must learn that style's Basic Package. Since the beginning Martial Artist gets to select one of these styles for free, he'll have to learn the other one during the course of game play, which will take some serious Down Time (unless the Creator is extremely generous, and allows you to begin the game with both packages).

Martial Artists are extremely dedicated to their training, and will strive to adhere to their daily training routine if at all possible. Also, Martial Artists occasionally will issue challenges to one another, or from one school to another, to prove whose skills are best. Martial Artists who do not respond to these challenges may lose face—and honor—in the sight of their fellows.

ATTRIBUTES

Strength	12
Speed	
Dexterity	12
Constitution	12
Willpower	11
Intelligence	
Presence	
Perception	
Power	

GENMIN

GENERATION PACKAGE

Pro Combat. Semipro Magick Progression. Black Wyrn or Shy'R Martial Arts Basic Package (select 1). Any 5 Martial Arts Disciplines from the selected style. Language (select 1) Any 4 Weapons.

A-ha! A brilliant plan: I won't look for a Mage, someone else will! (Vain)



MYSTIC

The Mystic is a student of the esoteric discipline of Mysticism—the practice of harnessing and focusing the hidden powers of one’s own mind and soul.

Mystics believe that *Ki*, or the life-spirit, flows from, through, and around all living things. They train for years to harness this Ki force within themselves, and only after years of single-minded devotion are Mystics able to effectively summon forth and focus their Ki force to cast spells of mysticism.

Mysticism is *not* magick—not entirely, at any rate. Historically, there has been much confusion as to the source of the Mystic’s powers. Since magick-users believe that their own powers ultimately derive from the Source, many of them automatically assume that practitioners of mysticism, which doesn’t behave at all like “pure” magick, conversely must derive their powers from the Void. This confusion results from the magick-users’ mistaken belief that all Mystics hold as their ultimate goal “to be One With the Void,” or clear of all material influences, and hence totally *pure* in their Ki. Mystics do not actually embrace the concept of merging with the soul-blasting, forever-silent Void itself—that would be suicidal at best, and foolish at the very least. It’s simply the very Zen, very mystical label applied to the *ideal* of “perfect” Ki.

Many magick-users will not dare to “sink to the level” of the Mystic, and some will even go so far as to shun the very presence of the Mystic, lest they become “tainted” by the looming spectre

of the Void itself and “lose” all of their hard-earned magickal power.

Many Mystics—by nature aloof in their pursuit of mental perfection—don’t even bother to contest the futile point. Those Mystics who once did, however, established just the cure for the often fanatical magick-users who once tormented them—for that explanation, refer to the “Witch Hunter” profession.

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

14

12

12

10

GENERATION PACKAGE

Mysticism (Pro Magick). Semipro Combat. Artificer. Magick Sense. Meditation. Healing Arts. Theology. Divine Lore. Lore (any 2 additional Lores). Exotics. Language (any 2). Any 1 Weapon. Scribe.

Magellan the Healer? He’s not the Messiah...he’s just a naughty boy. (Revok)



MYSTIC ASSASSIN

The dread Mystic Assassin is a specialized Mystic/Assassin killing machine.

When the victim is a spellcaster of considerable reputation, the Assassin shrinks back into the shadows, the Harlequin exits stage-left, and the mysterious masters of darkness summon forth the wicked Mystic Assassin to “paint a canvass of black” for their chosen victims.

Combining incredible martial arts talents with extremely efficient Mysticism, the Mystic Assassin is more than capable of dealing with the typical spellcaster, his fierce bodyguards, and just about anything else that gets in the way. The Mystic Assassin’s Black Wyrn martial arts and mystical skills are deadly to the extreme when in concert; both are complementary to the endless physical pursuit and psychic demolition of prey which mark the Mystic Assassin’s life.

Unlike the Assassin and the Harlequin, who train together for some time (until the Harlequin is weeded-out for “special training”), the Mystic Assassin is trained from the first moment that his special powers are noticed—which is usually from the moment of birth or before, as the Mystic Masters are quite adept at divining such a prodigy. And since Mysticism is usually a hereditary function, these Mystic Masters usually wind up divining their own spawn as the potential new Mystic Assassin-to-be.

Intensive training begins as soon as possible, and the young child essentially grows up indoctrinated into the ways of darkness.

During training, which can span many years, the future Mystic Assassin is relentlessly drilled in the ways of darkness, and many times becomes nothing more than a remorseless, unfeeling instrument of purest dark force. Considering this fact, it is no surprise that Mystic Assassins are considered to be the most faithful, most implacable servants of the Dark Earth.

Like their dark brethren, the Assassin and the Harlequin, the Mystic Assassin follows a code of silence. There is but one penalty for violation of this dark covenant, and the Mystic Assassin’s former brethren will hunt him down at all costs to seal his fate—permanently.

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

12

11

12

12

11

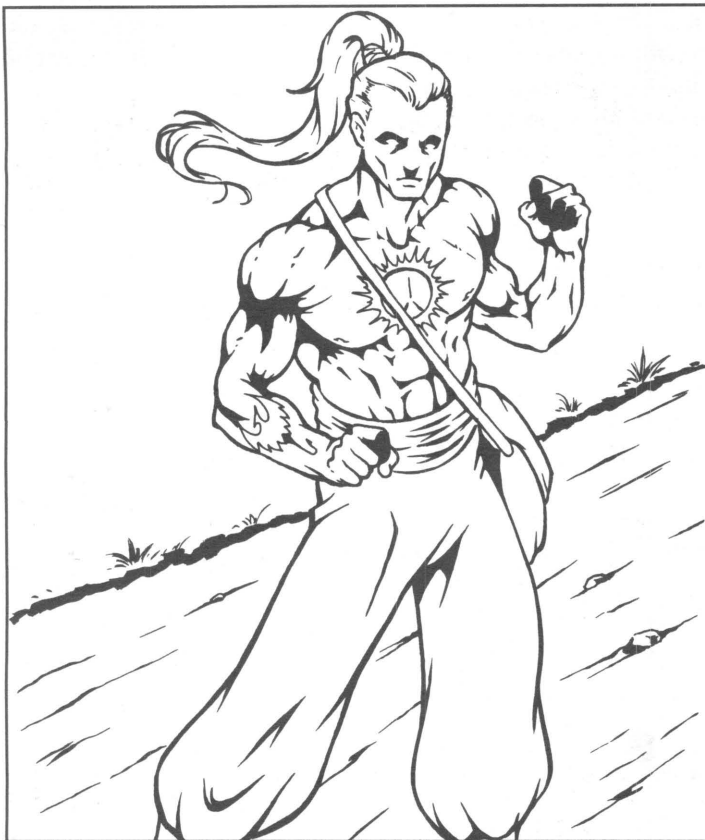
12

10

GENERATION PACKAGE

Pro Combat. Mysticism (Semipro Magick). Magick Sense. Black Wyrn Martial Arts Basic Package. Any 1 Black Wyrn Discipline. The Silent Strike. Silent Speech. StreetSpeak. Streetwise. Languages (any 2). Climbing. Survival (select 1). Swimming. Scribe. Traps. Venoms, Poisons & Radiations. Any 4 Weapons.

Forever shall you stare back at me from beyond the grave. (Silverdancer)



MYSTIC WARRIOR

The Mystic Warrior is an ascetic devotee of the Shy'R martial arts style.

Often referred to as a “Shy’R Priest” or “monk,” the Mystic Warrior leads a simple life devoted to the pursuit of the Silestion ideals of duty, honor, and freedom.

Selected to join the monastery by virtue of his mystic potential, the young Mystic Warrior is trained in Shy’R martial arts, mystic discipline, the healing arts, and theology. For the passage of at least seven years, the Mystic Warrior’s skills are honed by a cadre of Shy’R Masters, until at last the Mystic Warrior is ready to pass his final test: the Way of the Phoenix, the Sign of The Dragon. This mysterious test, which is rumored to last from sunset to sunrise, leaves the newly ordained Mystic Warrior with a multicolored rainbow-like brand on each forearm: the Phoenix on the left; The Dragon on the right—and with the brand, or Crest of Honor, of the Mystic Warrior’s monastery emblazoned upon his chest.

Once this test is passed, the Mystic Warrior must leave his monastery behind—armed with naught but a staff, a beggar’s bag, and a poor man’s clothes—to travel the world and experience its many mysterious wonders. The Mystic Warrior is barred from returning to his own monastery from that point on, though he may interact with his former masters should he encounter them outside the monastery itself.

The Mystic Warrior must adhere to a strict dogma: To willfully bring dishonor to one’s self is to invite the stripping of all mystical powers; to willfully dishonor the teachings of Shy’R is to

invite destruction. Atonement may be made, but any judgments will be rendered by the power of the Phoenix itself!

Until they reach 10th level, Mystic Warriors must possess no more material goods than they can carry on their person. Once this milestone is reached, the Mystic Warrior may begin to accrue personal wealth, as long as the accrument of this material wealth in no way violates the Mystic Warrior’s beliefs.

Eventually, it is the most humble wish of every Mystic Warrior to pass on the knowledge which he himself was taught, and the best way to do that is to found a true monastery. This may be done only once the Mystic Warrior has successfully become “One With the Phoenix” (see the section on “Martial Arts” for more information).

ATTRIBUTES

Strength	12
Speed	
Dexterity	11
Constitution	12
Willpower	12
Intelligence	11
Presence	
Perception	12
Power	10

GENMIN

GENERATION PACKAGE

Pro Combat. Mysticism (Semipro Magick). Magick Sense. Theology. Healing Arts. Lore (any 2). Scribe. Languages (any 2). Shy’R Martial Arts Basic Package. Any 2 Shy’R Martial Arts Disciplines. Any 4 Weapons.

I forgot I’m a Mystic. (Zolt’R)



NECROMANCER

The vile Necromancer is a willing heretic of all things good: a practitioner of Necromancy, which derives its dark powers from the Pit itself.

Faithful servants of the Dark Earth, Necromancers strive to spread darkness and decay throughout the world. In league with the infernal legions of the Pit, Necromancers pay homage to and hold concourse with all of the vile forms of darkness which would drive most sane men mad.

In return for their devotions, which involves nothing less than the enslavement of their very souls to the powers of darkness, Necromancers are given free reign to employ the true powers of the Pit. In return for the promise of blood and souls to their dread masters, Necromancers wax mighty, their mortal bodies slowly but inevitably transforming unto the likeness of those whom they serve.

This gradual transformation usually follows one of two distinct paths. The first path, which is followed by those Necromancers who pledge their allegiance to the princes of the undead, is called "The Way of the Rotting Flesh." The true path to lichdom, the Way of the Rotting Flesh gradually transforms the Necromancer into a true Lich, who needs not fear the decay of his senses or the loss of his magick, so long as he follows every dictate of his dark lord.

The Way of the Rotting Flesh gradually transforms the Necromancer into a true "Undead" creature, from which point he can no longer truly be considered "alive."

Note: The "Lich" is a Necromancer who has chosen the Way of the Rotting Flesh as his calling, and is not a "Monster" in the classical sense. As such, you won't find the Lich in "Creeping Death," where all the other nasties dwell—you'll have to use this template to build your own Liches.

The second path is called "The Way of Darkness," and this gradually transforms the Necromancer into a living Demon.

Both the Way of the Rotting Flesh and the Way of Darkness grant true "undead" or "demon" status only once the Necromancer summons and defeats a true undead or demon from the Pit. Once—and if—the Necromancer defeats the creature, he is free to "steal" any single attribute, skill, or Special Power he wishes; in a sense "becoming" the creature, piece by piece, through the dark agency of the Pit. This may be done as often as the Necromancer wishes (or dares). As such, the smart Necromancer may choose to first take a lesser creature, then work his way up as he becomes more powerful.

The career of the Necromancer is fixed upon the path, or way, that he chooses to follow. The guidelines of the chosen path should be obvious, as should be the price for any violations...

Creator's Note: Necromancers must choose a Patron from whom they derive their dark powers, and whom they must serve with the utmost fanaticism. While any appropriate Pit Lord from "Creeping Death" will serve, a slight majority of Necromancers choose to serve nothing less than Chthon the Dark Earth Mother (and Queen of the Pit) herself, if only for the obvious power reasons.

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

12

12

10

GENERATION PACKAGE

Necromancy (Pro Magick). Semipro Combat. Artificer. Magick Sense. The Way of the Rotting Flesh, or The Way of Darkness (Path, select 1). Pit Lore. Theology. Scribe. Exotics. Venoms, Poisons & Radiations. Languages (any 2). Any 1 Weapon.



PRIEST

Priests are the secular leaders of organized religions. Priests serve their chosen religious organization as healers, spiritual leaders, and administrators.

Priests are practitioners of Divine Magick. The Priest must adhere to a strict code of morals and ethics (if there are any) which are set down by the Priest's deity. Although these codes will vary in their moral/ethical laws, it goes almost without mention that any violation of any of the codes will result in the instant termination of the Priest's spellcasting powers, as well as the probable sudden destruction of the Priest himself.

Most "good" Priests will choose to serve the Good Earth, which includes both The Dragon and the Phoenix, while most "evil" Priests will choose to serve the Dark Earth, which includes Chthon and her infernal legions of the Pit. Those who serve the Good Earth typically have as their Code "The Good Earth Code," while those who serve the Dark Earth typically have as their Code "The Dark Earth Code." Adherence to these two Codes is mandatory. Priests of Rel also hold "The Cause" as their Code, though they have the same options with it as do Dragonslayers. Some extremely twisted Priests of the Dark Earth also choose to serve "The Anti-Life" as their Code.

Note: The Codes associated with the Priest's selected deity (The Dragon, Chthon, Rel, the Phoenix, etc.) are further explained within the "Codes" section, and in "Cosmology."

By nature of their profession, which relies upon a structured organization of followers to maintain it, Priests are inclined to an

extremely lawful mindset. While this doesn't necessarily imply that all Priests must be "good" (not all of them are), it does mean that all Priests, even the so-called "evil" ones, must follow a course of action which doesn't openly violate the precepts of their professed faith. The Priest, whether "good" or "evil," must operate within the structure of his particular organization.

All Priests endure a rigorous, lengthy indoctrination into their faith. More often than not, this study is made at a monastery dedicated to the training of the novice, and is overseen by a group of secular monks who see to the proper education of their charges.

After the lengthy indoctrination period, the new Priest is given orders to serve the needs of a small congregation by himself, to serve as an assistant Priest to a large established congregation or to roam the world in search of new converts. This latter type is more often the "adventuring" type, though there are exceptions to this in some cases.

Rather than defeating an opponent, conversion—which is the goal of most Priests—is worth 2X the normal Experience Points.

It should be noted that some who act as "priests" within a particular organization are in fact members of other professions (such as Mystics or Necromancers), and are not in fact *true* Priests. The true Priest (who may or may not, depending upon his specific religious dogma, operate in concert with some of these pretenders) is separated from the pretenders by his awesome ability to cast Divine Magicks, which are granted by his own patron deity.

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

12

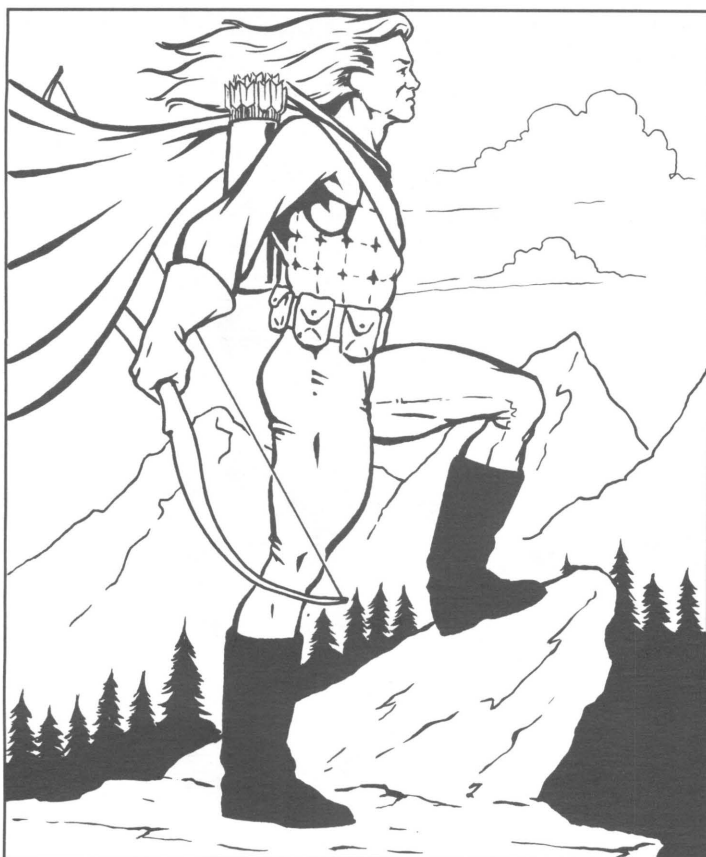
12

12

10

GENERATION PACKAGE

Divine Magick (Pro Magick). Semipro Combat. Artificer. Magick Sense. The Good Earth Code, or The Dark Earth Code (select 1). Theology. Divine Lore. Pit Lore. Administration. Healing Arts. Exotics. Languages (select 2). Scribe. Oratory. Any 1 Weapon.



RANGER

Rangers are folk who strongly believe in maintaining the balance of nature, and of all things wild that cannot protect themselves from the predations of mankind (or any number of the other self-ish humanoid races who prey upon the denizens of the forest).

Versed in the studies of sylvan lore and woodcraft, Rangers are quite adept at carrying out their sylvan patrols, which they more often than not perform alone. In rapport with the creatures of the forest, Rangers usually will be the first ones to arrive to rescue the lost hiker, the first ones to track down and punish poachers, and the last ones to take thanks for what they do.

Rangers are known as "Sylvan Specialists" by the people of Zengara. The main training facility for the Rangers, the elite Ranger Proving Grounds, lies a mere three leagues south-south-west of Zengara. The Rangers hold a special place in the hearts of the people of Zengara, whom they selflessly serve in times of need. The Ranger Proving Grounds cover several hundred thousand acres of virgin forest, steep hills and valleys, and several sharp mountain peaks.

The Ranger candidate must volunteer for training. Also, he must exhibit strong character and an empathy for all things living, must possess superior stamina and an iron will, and must be ready to devote his life to protect the denizens of the forest, to maintain the balance of the wilds, and to serve selflessly the Good Earth without need of praise or reward. Those who do not atone for their violations, or those who think that they're above such laws, will soon find themselves the target of the long arm of the law—and the Rangers always get their man.

Rangers believe in freedom for all creatures, and will react swiftly and mercilessly to those who imprison or capture creatures (or humanoids).

Rangers often receive deferential treatment by the majority of most civilized cities' civil guards (especially in Zengara). City guards and watchmen, local constabularies, and even the highly trained Wall Watch respect the elite status of the Ranger. Good folk everywhere also respect Rangers for their selfless service and indomitable courage.

ATTRIBUTES

Strength	12
Speed	
Dexterity	11
Constitution	12
Willpower	11
Intelligence	11
Presence	
Perception	12
Power	10

GENMIN

GENERATION PACKAGE

Pro Combat. Semipro Magick Progression. Ambush. Stalking. Stealth. Natural Lore. ~~Healing Arts~~. Riding (horse). Mounted Combat (horse). Animal Training. Survival (select 2). Silent Speech. Woodcraft. Any 4 Weapons.

That night, a comet, a portent of mighty change, streaks across the sky, leaving a trail of glittering letters that read "Tabby shall inherit the earth; worship him or perish in eternal flames!" (Tabby, ranting & raving)



ROGUE

The Rogue is a cutpurse, cutthroat, second-story man, con artist, confidence man, thief, cat burglar, robber, and all-round fun kinda lunatic.

What sets the Rogue leagues above the common "thief" is the Rogue's personal tutelage in the sublime arts of his profession by a "master" of the trade. All potential Rogues must serve a lengthy apprenticeship under this master of the trade; learning the many tricks of the trade and mastering as many of them as they can before their apprenticeship (or their own life) is terminated.

By necessity of their trade, the majority of Rogues are found in the major cities of the world, where they can work their craft with relative anonymity. Quite often, however, the successful Rogue will become famous within the loose underworld fraternity; his many ridiculously audacious heists becoming legendary. When this finally happens (and it almost always does), the Rogue will find that fame does indeed have its price: The Rogue's own reputation will give him status and respect with his fellows, but the price on his head will rise until every Stalker in the world will be forced to try their hand at bringing him in for the reward.

Rogues never really consider that darker side of their profession; they're usually too busy hatching some bold new scheme to spring upon the lords and ladies of the city, or they're too busy spending the rewards of their ill-gained booty; partying till dawn and then some with all the friends that money can buy.

Rogues are considered to be, well, *rogues* by the members of the ubiquitous Thieves Guilds, and will be liquidated unless they leave the city, pay an exorbitant "collection fee" to the Guild from the sale of their pawned booty, or join the Guild. The only city in which Rogues' rebellious activities are tolerated (by the Guild, that is) is Zengara. Zengaran Guilds are well-established, ancient, and powerful, and will tolerate *limited* "freelancing" by Rogues, provided that the Rogues do not "hit" any established or protected Guild areas.

The Rogue foolish enough to violate these unwritten rules soon will find himself dead.

ATTRIBUTES

Strength	12
Speed	
Dexterity	11
Constitution	12
Willpower	
Intelligence	11
Presence	
Perception	
Power	

GENMIN

GENERATION PACKAGE

Pro Combat. Semipro Magick Progression. Any 4 Weapons. Acrobatics. Stealth. BS. Appraise Loot. Climbing. Forgery. Gambling. Legerdemain. Locksmith. Party On! Pickpockets. Silent Speech. StreetSpeak. Streetwise. Trading. Traps.

We send Venedor to spy us a rich ship that we may board (so that when we are out to sea we can kill everyone and throw them to the crabs!) (Avalon)



SENTINEL

Champions of the Dark Earth, Sentinels are the living embodiment of pure evil; paragons of darkness, destruction, and doom.

Chosen at birth to serve the powers of darkness, Sentinels are reared to revere the Dark Earth and all things wicked. Schooled by their dread coven-masters in the disciplines of Necromancy, Sentinels are quite capable spellcasters. Though they cannot choose to walk a "Path" like a true Necromancer, their martial skills are quite formidable, honed as they are by countless years of live-combat training with captured slaves, and they more than compensate for any perceived lack of true spellcasting talent.

When they are at last ready to depart their covens, Sentinels are loosed upon the world to spread their unholy dogma of discontent, deception, and despair. The destiny of the Sentinel is doom, and all Sentinels know this to be a reality. The forces of Good are relentless in their persecution of Evil, and the Sentinel knows that his mortal days are more than likely numbered.

Yet, despite the odds, the Sentinel will persevere at all costs, for he knows that his rewards are not the rewards of the living. The ultimate goal of the Sentinel is to wreak enough havoc upon the forces of the Good Earth—to disrupt and demolish as many of its weak-willed servitors as is possible—such as to be "noticed" by the powers of darkness, and to be called to serve his true masters in the Pit when his mortal life is through.

This iron-willed devotion to the persecution of the forces of the Good Earth and the goal of eventual "descension" into the Pit is known as "The Dark Earth Code," and no Sentinel will stray from

this dark path, lest he find himself *immediately* set upon by the black forces of the Pit itself.

Still, that doesn't mean that the Sentinel can't have "fun" while he's waiting to sprout horns and bat wings and fly off into the wild black yonder. All Sentinels will gladly torment, persecute, and destroy any of the "good-aligned" professions and races—especially the holy men of these hapless fools. The highest prize to the Sentinel, however, is the "breaking" of a Dragonslayer, followed closely by the "conversion" of any and all devotees of the Good Earth.

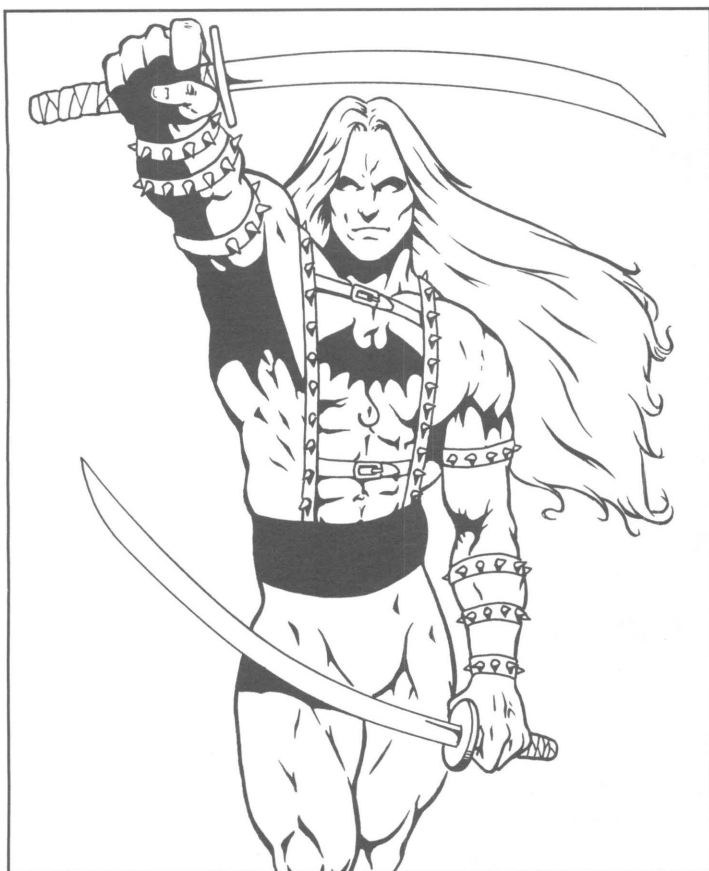
Simply destroying the forces of Good is not always wished by the zealous Sentinel. Subversion and conversion are always "more desirable" in the final analysis. Therefore, to the Sentinel, the "conversion" or "breaking" of those with the Good Earth Code is worth 2X the Experience Points of simply defeating the victim.

<u>ATTRIBUTES</u>	<u>GENMIN</u>
Strength	12
Speed	
Dexterity	
Constitution	12
Willpower	11
Intelligence	11
Presence	12
Perception	
Power	10

GENERATION PACKAGE

Pro Combat. Necromancy (Semipro Magick). Magick Sense. Pit Lore. Theology. Divine Lore. Riding (warhorse). Mounted Combat (warhorse). Command. Oratory. Interrogation. Venoms, Poisons & Radiations. Scribe. Any 4 Weapons.

I hack it to ribbons. (Vain)



SHY'R WARRIOR

The Shy'R Warrior is an elite special warfare commando, trained and cross-trained in a multitude of special warfare disciplines.

Potential Shy'R Warrior candidates are appointed to the Warhall, located in the Silestion capital city of Petra, where they undergo a rigorous instruction in the arts of warfare. The Silestion ideals of duty, honor, and freedom become the focus of their lives during this time, and those who fail to uphold these virtues are deemed unworthy to continue in the program. Those who persevere are deemed worthy to bear the Honor Crest of the Shy'R Warrior. This Crest, which resembles a jet black tattoo, is a highly personalized brand (selected by the Player) which represents the inner essence, or spirit, of the newly appointed Shy'R Warrior. It is worn on the chest of the warrior, and may never be obscured by armor (unless the Shy'R Warrior receives special dispensation to cover it, as may be the case on covert missions or operations).

The Honor Crest embodies the ideals of the Shy'R Warrior. It requires the Shy'R Warrior to uphold the ideals of duty, honor, and freedom at all costs. Any combat deemed as "personal combat" by the Shy'R Warrior absolutely must be fought by the Shy'R Warrior himself, with no interference or assistance from anyone else. Any interference, whether from friend or foe, will force the Shy'R Warrior to forfeit the combat, lose honor, and more often than not seek vindication from the fool who interfered. Personal combat which is successful is worth 2X the normal Experience Points for that particular opponent. Finally, the Shy'R Warrior must refrain from boasting, bragging, revealing the secrets of his

training to the uninitiated, and taking monetary rewards for his services.

Upon graduation, which is always held at high noon on the first day of Midsummer, the majority of the new Shy'R Warriors may be appointed to serve in any one of a multitude of special warfare branches within the Silestion/Zengaran alliance (see "Titles" for more information). This initial service, which may range from simple bodyguard duty for special dignitaries to behind-the-lines covert operations, lasts for a period of one year and a day. The top ten graduates from each class, however, are "free" to choose an choice assignment or wander the world in search of adventure. The latter choice is highly desirable, as it allows the Shy'R Warrior to hone his skills to a razor-sharp point in the "real world."

Finally, all Shy'R Warriors are expected to return to the Warhall once they reach 10th level, in order to "give back a little of what they learned" to the newest class of students. This mandatory service lasts but one month. Optionally, if the Shy'R Warrior desires, he may use his new influence to land a choice appointment in the Army, Navy, or Special Forces (though this may put a damper on his "freewheeling" days, as his new duties may take up the majority of his time).

ATTRIBUTES

Strength	12
Speed	
Dexterity	11
Constitution	12
Willpower	11
Intelligence	11
Presence	
Perception	12
Power	

GENMIN

GENERATION PACKAGE

Pro Combat. Semipro Magick Progression. Shy'R Martial Arts Basic Package. Any 2 Shy'R Disciplines. The Silent Strike. Climbing. Survival (any 2). Language (select 1). Ambush. Tactics. Any 4 Weapons. Swimming. Venoms, Poisons & Radiations. Traps. Silent Speech. First Aid.

It gets boring killing mass quantities of people.
(Zolt'R)



SORCERER

The Sorcerer is a specialist in the technomagickal application of magick known as "Sorcery."

The Sorcerer approaches his magickal studies from a scientific point of view. There are no "mysteries" behind the magick, no "ghost in the machine." To the Sorcerer, all magick can be explained by an application of scientific technomagickal principles.

From this unique vantage, Sorcerers become quite adept at applying "scientific" principles to their spellcasting. Sorcery includes many exploitations of gravity, time, and space—and the Sorcerer takes full advantage of these applications with his vast repertoire of technomagickal spells.

All potential Sorcerers must enroll in an accredited school in order to properly begin their education. Only three schools, or "collegiums," on SenZar offer this advanced curricula: Witchhold, on the Isle of Witchhold; the Shadow Hawk Guild, in Rotath; and the Collegium in Zengara. As can be expected, each school differs in its philosophical views. The school of Witchhold tends to a more "neutral" attitude in both research and application. The Shadow Hawk Guild extols an aggressive (some would say "evil") approach to research and application, while the Collegium emphasizes the value of technomagickal applications to the benefit of the common good.

Graduates of these schools may freely cooperate with one another, though it is common knowledge that graduates from the

Shadow Hawk Guild view graduates from the other two schools with contempt.

Sorcerers follow no specific code. They do tend, however, to stick to their respective schools' views on research and application of principles. Also, Sorcerers tend to be a bit snobbish when it comes to other "primitive" (that is, all non-Sorcerer) spellcasters. They believe those methods, if not results, to be inferior to their own highly logical, technomagickal methods.

Sorcerers are often sought after as consultants for projects which involve "magickal" constructions or complex devices (like tricks, traps, etc.). Their unique sorcerous spells and logical minds lend themselves to projects of this sort, and it is the rare Sorcerer who will pass on the opportunity to show the other "primitive" spellcasters who's the stronger.

ATTRIBUTES

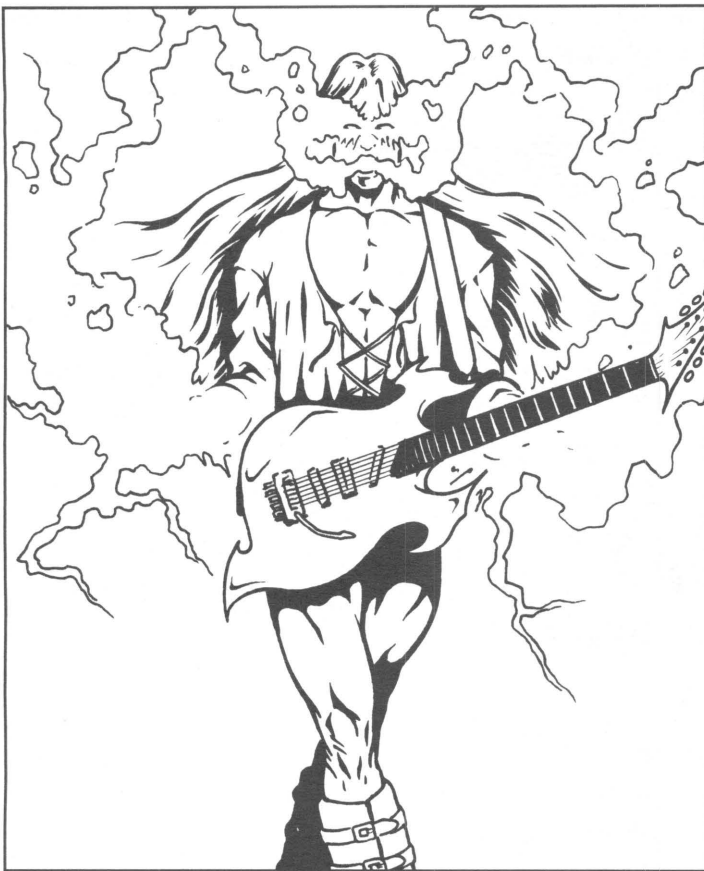
Strength	
Speed	
Dexterity	
Constitution	
Willpower	12
Intelligence	14
Presence	
Perception	
Power	10

GENMIN

GENERATION PACKAGE

Sorcery (Pro Magick). Semipro Combat. Artificer. Magick Sense. Cryptology. Scribe. Lore, Ancient. Lore (any 2 additional Lores). Languages (any 2). Exotics. Venoms, Poisons & Radiations. Any 1 Weapon.

Sprunge says "Nathrak" repeatedly. (Vain)



SPELLSINGER

The Spellsinger is the true bard of the world; his music and his voice are unique—“unique” because the Spellsinger draws from both Mysticism *and* Magick simultaneously to work his many charms.

Drawing upon the ambient power around him like a magick-user, the Spellsinger absorbs this essence into himself and transforms it through the medium of voice or instrument into a mystical expression of power. This dual nature expression of power is unique in the mortal realm of spellcasters, and is quite often viewed as fantastic or even impossible by the majority of the other spellcasting professions.

This dual nature, however, is what leads most spellcasters to brand the Spellsinger as a “wild talent”; a possible contaminant of the “pure” fields of magick and to those who cast such “pure” spells. Fear of this possible contamination (which is nothing more than total hogwash) often compels other spellcasters, mystics and magick-users both, to shun or avoid the Spellsinger.

Perhaps the true nature of the Spellsinger can best be explained by the true nature of its founder, Kiril Spellsinger—who was himself a Starin Material God, and “above the rules,” when he founded the profession in the turbulent waning days of the Fourth Age. As an immortal, Kiril Spellsinger could draw his spellcasting power from “Primal Power” itself, which is the primal essence of *all* power, magickal and mystical. Kiril’s tampering with “things that should not be” eventually resulted in the breakthrough discovery that some rare mortals were indeed able to “break the rules,” much

the same as he himself did. Though mortal Spellsingers do not truly tap into Primal Power to cast their spells, they do affect a unique hybridization of magick/mysticism which can affect both magickal and mystical defenses with equal impunity (see the section on “Magicks” for more information on this potent equalizer).

All Spellsingers live by “The Rules of the Road.” This compels Spellsingers to accept musical or vocal challenges from other Spellsingers (or any other musician). These duels, as they are called, usually are fought in public, so that everyone can judge who is the better bard. The winner gets to stake his claim to the best bars and locales, while the loser must move along to seek his fame and fortune elsewhere. The duels may be fought by invoking Music Skill Rolls in a nonviolent musical contest, or may be fought to the death in an all-out Spell-singing contest of spells and martial skills.

Spellsingers tend to get along well with just about anyone and anything—though they won’t hesitate a second to put a musical pretender (like the Enchanter) in his place.

ATTRIBUTES

GENMIN

Strength	
Speed	
Dexterity	12
Constitution	
Willpower	13
Intelligence	12
Presence	14
Perception	
Power	10

GENERATION PACKAGE

Spellsinging (Pro Magick), Artificer, Magick Sense, Semipro Combat, Any 2 Weapons, Perfect Pitch, Music (Any 4 Instruments), Oratory or Acting (select 1), Lore (select 3), Diplomacy, Exotics, StreetSpeak, Streetwise, Languages (select 3), Scribe.

I stand up and become the world! (Diamond)



STALKER

The Stalker is a highly specialized bounty hunter who very often sells his formidable “recovery” talents to the highest bidder.

Whether hired to track down or to recover prey, the Stalker is well equipped to perform the task. Skilled in the arts of stalking, the Stalker can track his prey to the very ends of the earth if necessary. In personal combat, the Stalker’s command of combat skills makes him truly a dangerous opponent—not even considering the potential for a quick kill by means of a Silent Strike.

Stalkers may command some rather steep fees for their recovery duties. The fees for recovery vary in accordance with the nature of the recovery. Simple tracking duties warrant the lowest fees, while true recovery work commands much higher fees. Kills command from 1,000-10,000 Stars per level of the victim(s), while bringing back the prey alive commands at least 10X that price!

Of course, this price is negotiable, depending on the level of the Stalker relative to his prey—not to mention the level of the Stalker’s employer relative to his own. Despite the negotiations, however, it is customary to put up one-half the money in advance (travel expenses, etc.). Failure to deliver upon a contract will probably result in the Stalker finding himself blacklisted by the underworld community, and quite possibly the target of a new contract.

All Stalkers must live up to the terms of their contracts, or, as above, they will find their reputations, and quite possibly their lives, tarnished and terminated.

Once hired, the Stalker usually prefers to work alone. It is not uncommon, however, for the Stalker to hire assistants when in pursuit of a dangerous recovery, nor is it uncommon for the Stalker to pass his time in between jobs as a mercenary-for-hire, or even as a freelance assassin.

ATTRIBUTES

Strength	12
Speed	
Dexterity	11
Constitution	12
Willpower	
Intelligence	11
Presence	
Perception	12
Power	

GENMIN

GENERATION PACKAGE

Pro Combat. Semipro Magick Progression. Stalking. Stealth. Ambush. Black Wyrn or Shy’R Basic Martial Arts Package (select 1). Any 2 Disciplines from selected style. The Silent Strike. Woodcraft. Survival (choose 1). Streetwise. StreetSpeak. Silent Speech. Traps. Venoms, Poisons & Radiations. Any 4 Weapons.

I don't know what she was, but she can hang from the neck just like a Human! (Revok)



WARRIOR

The Warrior is no mere “fighter”—he is a combat specialist, a professional dealer of death and destruction.

Though the Warrior may seem to be a “plain vanilla” profession when compared to some of the other more exotic ones, the Warrior profession requires the fewest Fate Points total in order to satisfy the GenMins associated with it—thus meaning that there are more Fate Points left over with which to augment the attributes that are best suited for dealing out and dealing *with* death and destruction (like STR, SPD, DEX, and CON).

In many campaigns, the Warrior is the mainstay of the game, as he can dish out and take damage with the best of the other professions. From front-line offense to rear-guard defense, the Warrior is rewarded for his professional capabilities perhaps more often than any other profession.

If the Warrior desires (or is so designated by a patron city, member of royalty, or other organization), he may take his place within an Army, Navy, or Special Forces group, complete with the appropriate rank and any or all titles and benefits which accompany it. (For more information, see the section on “Titles.”)

The Warrior can hire himself out to the highest bidder if desired. Fees for mercenary service vary, though there seems to be an unwritten standard fee of *at least* 10 Stars per level of the Warrior, per day, for such service. It should be noted that this sort of mercenary behavior is often frowned upon by the “true” Warrior, who feels it to be a *step just below prostitution*.

In addition to mercenary service, the Warrior may hire himself as a trainer, and earn much the same rates for training others in the martial ways as he would by placing his life on the line in mercenary service.

Creator’s Note: Because of the relative ease of generating a Warrior, we recommend this profession for the “neophyte” Players in the campaign. There’s a lot of leeway when it comes to character generation and there’s a lot less to worry about when it comes down to combat. Every race can be a Warrior. By the same token, we would also recommend the Warrior to the experienced Player, who can get the most out of what can be an awe-inspiring killing machine.

ATTRIBUTES

Strength
Speed
Dexterity
Constitution
Willpower
Intelligence
Presence
Perception
Power

GENMIN

12

12

GENERATION PACKAGE

Pro Combat. Semipro Magick Progression. Any 6 Weapons. Boxing, Wrestling, or Common Martial Arts Package (select 1). Riding (warhorse). Mounted Combat (warhorse).

We go down to the Midnight Realm to mug and kill and steal. (Vain, Sprunge & Darklens)



WITCH

The Witch is born unto the ways of The Dragon, or the life-force of the world. Though terms such as “good” and “evil” may eventually be applied to the Witch, in truth their very nature, their very essence, tends to the truest of neutrality. They simply are, and their magick simply is. In fact, anyone could be a Witch—all that is required is the cosmic gaze of The Dragon’s Eye, which will “mark” the Witch with the powers of true Witchcraft.

Those marked as Witches serve The Dragon (as either the “good” Dragon itself, or as its “evil” dual-aspect, Chthon, the Dark Earth Mother), though it is the rare Witch who comprehends precisely why. Some propose that the Witch performs a unique natural function in the grand cosmic scheme of things; a user of magick and magickal forces that no one else can use, yet which *must* be used to perpetuate the balance of magick in the cosmos. Others contend that the Witch serves no purpose save to perpetuate some small glimmer of chaos in the otherwise orderly scheme of The Dragon; a “reminder,” per se, that even in Law there is Chaos. Those who ascribe to the former tend to view the Witch as a force of elemental “good,” while those who ascribe to the latter tend to view the Witch as a wicked, wanton force for pure “evil.” In truth, there is some merit to be found in both views. It’s simply the “call” of the Witch to define which view she holds, if any, and it’s entirely up to the Witch to adhere to the precepts of this call.

Witchcraft defies classical categorization, deriving its magicks from the realms of animism, shamanism, spiritual and elemental forces—and, most importantly, ultimately deriving its magicks from The Dragon itself. As such, Witchcraft is at the same time the

most elemental of magicks and the most complex. One facet of this unique duality is that the Witch is the most gifted of magickal healers. Another facet is that the Witch is granted the abilities of Magick Sense and the Sight.

The Magick Sense of the Witch functions as the Special Power of the same name, and is always of two varieties: normal sight, and “sixth sense.” The Sight acts as does the Special Power of the same name, and is always at the behest of the Witch’s patron (either The Dragon or Chthon), serving to guide and direct the course of the Witch in times of consequence. As per the Special Power, Magick Sense allows the Witch to see all Spirits and Spiritual entities.

The most devastating facet, however, is that Witchcraft has no magickal defense, save for Witchcraft itself. (The awesome effects of Witchcraft are explained fully in the “Witchcraft” section of “Magicks.”)

Though Witches may be “evil” or “good,” not too many consider this fact before they track them down, judge them, and burn them at the stake. Ignorance, prejudice, and fear rule the souls of the ignorant, and it is the Witch who pays the ultimate price for the sins of the ignorant.

Contrary to popular belief, male Witches are called “witches,” not “warlocks”—except by the uninitiated, who know no better.

Note: We suggest that the Witch select either the “Good Earth Code” or the “Dark Earth Code” in order to balance her powers, and set her destiny in motion. This is elective, however, and is up to the Player and Creator.

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

11

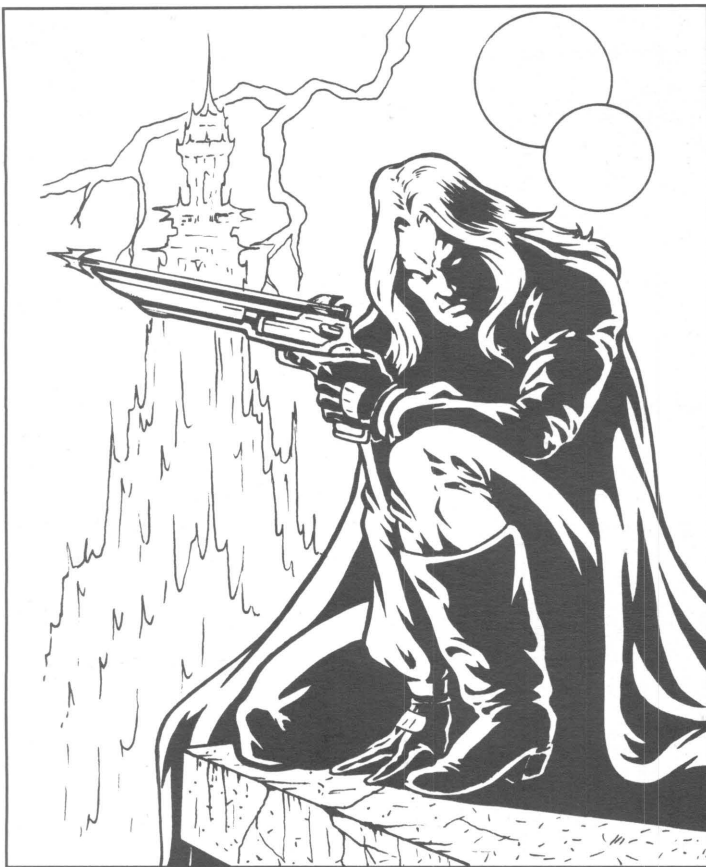
14

13

10

GENERATION PACKAGE

Witchcraft (Pro Magick). Semipro Combat. Artificer. Magick Sense (normal sight and sixth sense variety). The Sight. Healing Arts. Natural Lore. Horticulture. Scribe. Astrology. Exotics. Venoms, Poisons & Radiations. Languages: Sidhe. Any 1 Weapon.



WITCH HUNTER

The Witch Hunter is that most rare of souls who chooses not “to make a difference,” but “to make *the* difference”—whatever the cost.

The Witch Hunter doesn’t necessarily hunt witches. In truth, the name “Witch Hunter” itself is a misnomer—the true Witch Hunter will single-mindedly hunt down and destroy any and all, spell-caster or not, witch or not, who is “guilty.”

This monomaniacal pursuit of the guilty is in fact the creed of the Witch Hunter: “Punish the Guilty,” whoever they may be; whenever and wherever the guilty may appear or act.

As for the “guilty,” they are, at least by the standards of the Witch Hunter, those who are violators of the innocent, persecutors of the weak, and—most of all, the true prize of the Witch Hunter—hypocrites.

The Witch Hunter will stop at nothing to destroy for all time those whom he deems as “guilty,” and heaven help anyone or anything that crosses his grim, brooding path once the die of guilt is cast.

No Witch Hunter will ever willingly violate his beliefs. It’s simply impossible. If someone or something conspires to force the Witch Hunter to violate them, then the Witch Hunter will track them until the end of time if necessary to extract his revenge. Then, justice served, he will simply continue on his endless mission of punishment.

The true origins of the mysterious Witch Hunter are lost in time (and no present Witch Hunter will ever reveal his true origins, on pain of death). It is rumored, however, that in the First Age an organization of mystics known simply as “The Order” resurrected the ancient profession of the Witch Hunter in response to a vendetta against an unknown magick-using organization. Those Witch Hunters that “The Order” trained were schooled in the arts of Mysticism, martial arts, stalking, and assassination. It is believed by most scholars that, once the vendetta was complete, the Witch Hunters broke from “The Order” and disappeared into obscurity, their secrets kept with them and them alone, for no one else to learn. Others believe that the Witch Hunters turned on their former masters and eliminated them along with the targeted magick-users; in effect, ending all the hypocrisy at once.

Whatever the true origin, the Witch Hunter is a mysterious, ever-vigilant figure who forever will continue to strike fear into the hearts of hypocrites everywhere.

...and, of course, will forever continue to punish the guilty...

ATTRIBUTES

Strength	12
Speed	
Dexterity	11
Constitution	12
Willpower	14
Intelligence	11
Presence	
Perception	12
Power	10

GENMIN

GENERATION PACKAGE

Pro Combat. Mysticism (Semipro Magick). Magick Sense. Black Wyrn or Shy’R Martial Arts Basic Package (select 1). Any 1 Discipline from selected style. The Silent Strike. Stalking. Stealth. Ambush. Traps. Venoms, Poisons & Radiations. Woodcraft. Theology. Scribe. Languages (any 2). Any 4 Weapons.

*Killed assholes who tried to kill me because I killed.
(Darokin)*



WIZARD

The mighty Wizard is a practitioner of Wizardry: the magicks of signs, symbols, gestures, and words of power.

Wizards endure perhaps the most strenuous training and practice procedures of all the mortal spellcasting professions. Rumor has it that out of the one person in a hundred who has “the gift,” or potential, for Wizardry, only one in ten of these will make the cut for the beginning of training, and only one in ten of *those* will survive the heinous dangers associated with the training. Thus, Wizards, perhaps the most prepared and highly trained of all the professional spellcasters, are highly prized—not to mention, highly fortunate to have lived to reach 1st level.

The majority of the Wizard’s arsenal of spells can be cast merely by uttering a word, making a gesture, or by inscribing a Power Sign or Power Symbol in the air before him. This deadly efficiency of spellcasting speed—being able to cast many of these spells in a single Action Phase, despite the Order of the spell—makes the Wizard a truly desirable companion for the typical “dungeon” adventure.

Like the Sorcerer, with whom they share a certain outlook on the scientific nature of magick, Wizards follow no established code. Unlike the Sorcerer, however, the Wizard will admit that magick, though expressed in certain scientific terms on certain occasions, follows no true, easily explainable scientific paradigm. The Wizard ascribes this phenomenon to the inherently chaotic nature of magick, and he is quite willing to allow the super-scientific

Sorcerer to pursue his own endless quest for “cosmic answers” and “universal formulae.”

Wizards are trained in but three locations (see the “Sorcerer” profession for these). Again, like the Sorcerer, the Wizard will tend to follow the same philosophy as his school—though there are exceptions to every rule.

At the highest levels, Wizards can cast the mighty spells known as “Inscriptions.” With the exception of certain “Master” spells, Inscriptions are perhaps the mightiest standard spells known.

Note: For more information on the potential of the Inscriptions, see the section on “Magicks,” specifically “Wizardry.”

Due to their extreme powers at the higher levels, Wizards are valued perhaps more than any other spellcasting profession as royal advisers, grand viziers, and court magi.

ATTRIBUTES

GENMIN

Strength	
Speed	
Dexterity	
Constitution	
Willpower	13
Intelligence	14
Presence	
Perception	
Power	10

GENERATION PACKAGE

Wizardry (Pro Magick). Semipro Combat. Artificer. Magick Sense. Lore (select 2). Scribe. Cryptology. Exotics. Languages (select 2). Astrology. Any 1 Weapon.

I don't care! I just want to spend 1,000 points!
(Azriel)

FREAKS

The three following race/profession combinations are too bizarre to be labeled as any of the existing “normal” races or professions. Thus, the term “Freaks,” which fits them quite well.

Who Are They? The Shapeshifter, Talisman, and VoidSpawn. The Shapeshifter is a unique shapeshifting being that can assume nearly any form imaginable. The Talisman is a living Magick Power battery-projector, able both to absorb and project power. Finally, the VoidSpawn is a walking fortress of mind over matter powers whose ultimate destiny is to destroy immortals.

Yes! The Freaks are, indeed, great—but they can very easily imbalance any normal (or even “supranormal”) campaign. Their attributes, Powers, and Special Abilities are enough to make even the most deranged Creator cringe with horror as they sow destruction and damnation upon all who oppose them! They are in every way superior to the normal races and professions, and they can usually (about 99% of the time) mop the dungeon floor with any of them in fair—and even unfair—combat.

Then Why Play Anything Else? Why indeed. A quick glance at their descriptions, however, may cause some Players to think twice about dooming themselves to a world of hurt. The Shapeshifter is doomed to suffer the mental anguish of Multiple Personalities, while the Talisman is highly restricted in what items he can wear on his person. And the VoidSpawn... He’s doomed from the start. After all, his inescapable destiny is to hunt down and destroy immortals! As such, we cannot recommend playing any of the Freaks unless the Creator specifically, absolutely, 100% approves of allowing them in his campaign. Even then, we strongly suggest that only the most skilled Players be allowed to take on the challenge of playing such warped lunatics. Novices and neophytes need not apply.

Character Generation: The rules for generating the Freaks are a little different than the normal rules for Character Generation. First and foremost, the normal limitations for racial GenMaxes and professional GenMins are tossed out the window. For instance, when generating the VoidSpawn, the WILL Attribute of 20 (which costs 65 points, regardless of race, and is slightly impossible to get at generation time anyway) is free! Once that extremely costly stickler is satisfied, then the Player can buy the rest of his attributes up as normal.

While this may not seem “fair” at all to the rest of the Players who *aren’t* playing the VoidSpawn (and who didn’t get to break the rules and get a WILL of 20 for free), the VoidSpawn’s hellish VoidSpawn Code more than compensates for this seeming unfairness. The doomed VoidSpawn will more than pay for what he allegedly got “for free” for the entire life of his character.

Multiple Professions: If you’re into pain, then feel free to play another profession in addition to the “profession” you’re playing with the Freak. For the Shapeshifter, feel free to play it alone or add another profession just to smooth out the edges. Just

beware of any professions that rely upon armor, which the Shapeshifter normally abhors, and any professions that have exclusive codes or precepts which would prohibit a Multiple Personality Freak like the Shapeshifter from training in it.

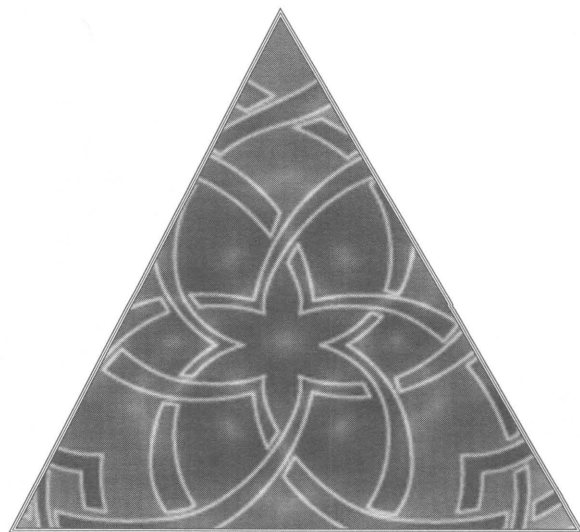
For the Talisman, other professions are optional, though the same “armor” warning applies. The fact that most “evil” spellcasters would prefer to enslave the Talisman and keep him around for a living power battery might just cast a gloom over your Talisman’s magickal training.

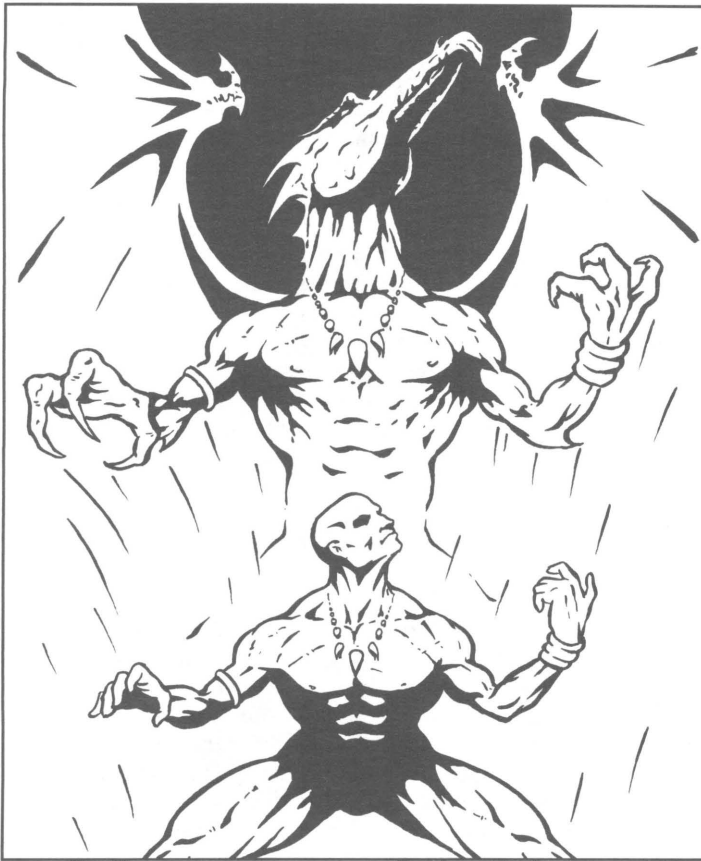
For the VoidSpawn, playing another profession will provide a “cover identity” that may just come in handy should any of the endless VoidSpawn-snuffing megalomaniacs just happen to wander by.

Exceptions To The Rule: There are always exceptions to the rules, or guidelines, that we’ve established above. Nothing is set in stone so far as playing other or multiple professions goes, and we wouldn’t have it any other way. Just remember that the final word of approval or disapproval goes to the Creator.

Playing The Freak: The same rules for all of the Pro Magick and Pro Combat Progressions apply here. In fact, all Freaks listed here begin the game with both Pro Magick and Pro Combat.

Campaign Play: Allowing or disallowing the Freaks in a campaign is entirely up to the Creator. For the typical “low-powered” campaign, the Freaks may not fit in, and more than likely will chew up the worst Bad Guys and spit them out, laughing all the while. The Freaks fit in better in the “higher-powered” campaigns (as well as in the “Loon” campaigns), and they may actually complement a group with their unique abilities. (Like the VoidSpawn, who makes one of the best pit- and trap-testers in the business.) In “solo-campaign” scenarios, the Freaks are perhaps the best equipped to handle the role, and very often work quite well. Why, you ask? There aren’t any other “non-Freak” PCs around to complain about how the Freak is killing all the Bad Guys and spoiling all their adventuring fun!





SHAPESHIFTER

The Shapeshifter is a true mutant: a member of any race whose triple-helixed DNA grants him the awesome ability to “Shapeshift,” or transform his physical form. Unlike other potential mutants, who need the effects of hardcore radiation to “kick start” their triple-helixed genetic structures, the Shapeshifter is born unto his lot. As such, he is able to progress to realms of shapeshifting power that no mere “normal” mutant could ever hope to attain.

With a successful Power Save, the Shapeshifter can “project” its psyche upon a creature and can add that creature’s “form” to its repertoire of shapeshifts. Thereafter, the Shapeshifter can simply “shift” its own form to become an exact physical duplicate of that creature.

The Shapeshifter will assume the combat capabilities of the creature whose form it assumes. Though certain combat capabilities, such as magical attacks, are excluded until the Shapeshifter achieves a certain level of proficiency (see the explanations below), he will assume, as closely as is possible for him to assume, the creature’s physical characteristics, including the creature’s Action Phases, CVs, and the following attributes:

Shifted Attributes = STR, SPD, DEX & PER
Shapeshifter keeps his own remaining attributes

Note: The Shapeshifter will not be able to increase/decrease his attributes with a 1st Order Shift. This bonus applies only to 2nd Order and higher shifts.

No matter the form assumed, the Shapeshifter will still retain his own innate Hit Points, as well as his own Power Attribute and Power Point Pool.

Shapeshifter keeps his own Hit Points
Shapeshifter keeps his own Power Attribute & Power Point Pool

Shapeshifting requires one full Action Phase. After a successful shapeshift, the Shapeshifter can maintain that form as long as it wishes, provided that it remains conscious (i.e., traumatic unconsciousness or death—but not natural sleep—will cause the Shapeshifter to revert to its true form).

Due to the mental stress associated with assuming a multitude of forms, Shapeshifters tend to suffer from “Multiple Personalities.” For more information on the potential for lunacy, take a look at the Karmic Manifestation of the same name. It is also notable that Shapeshifters often become “confused” with their own true personalities, and may act at times as if they’re a little unhinged *even if* they resist the effects of Multiple Personalities. (For example, the Shapeshifter, after shifting into a cow form for a while, may still continue to graze a moment or two after he shifts back to his true form.) In addition to all of his great abilities, the Shapeshifter also gains the GenPackage associate with his base race. The base race is, of course, the Shapeshifter’s “natural” or “true” form.

Note: The use of Armor or any form-confining item by the Shapeshifter must be carefully monitored by the Creator. The reasons should be quite obvious. Also, it might be wise to employ a different Character Sheet for each of the Shapeshifter’s forms, if only for ease of game play.

ATTRIBUTES

Strength
Speed
Dexterity
Constitution
Willpower
Intelligence
Presence
Perception
Power

GENMAX

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 *

* = limited to Racial GenMaxes

GENERATION PACKAGE

Shapeshifting (Pro Power Progression). Projection (successful Power Save to “project” a form). Pro Combat (in own natural form, otherwise Combat based upon form assumed). GenPackage of Base Race.

Shapeshifts

<u>Shift Order</u>	<u>MinPower Required</u>	<u>Power Cost</u>
1	10	1
2	20	5
3	30	10
4	40	25
5	50	50
6	60	75
7	70	100
8	80	250
9	90	1,000
10	100	10,000

“Shift Order” = the relative Order of the Shapeshift.

“MinPower Required” = the minimum Power Attribute which the Shapeshifter must possess in order to “project” upon the form, and thus affect a shapeshift.

“Power Cost” = the number of Power Points that each Shift Order costs.

Shift Descriptions

Shift Order 1, Basic Humanoid Forms: allows shifts of +/- 1 Inch of height and/or +/- 10 pounds per level of the Shapeshifter, as well as changes of color, apparent age, and apparent race.

Shift Order 2, Advanced Humanoid Forms: allows attribute changes, as well as gender transformations. This Shift Order allows the Shapeshifter to assume a virtual racial form, indistinguishable from the true racial form. Height and weight now become the same as those of the “projected” form; i.e., despite the level of the Shapeshifter, his abilities will allow him to assume the proper size and mass of the projected form. In order to “steal” the form of another humanoid, the Shapeshifter must match or better that being’s Power Attribute. (It’s not possible to steal the form of any being with a higher Power Attribute score.) The Shapeshifter assumes the humanoid’s STR, SPD, DEX, and PER Attributes while in that form as well as the standard special abilities of that race’s generation package.

Shift Order 3, Animal Forms: allows the Shapeshifter to assume the form of any “non-magickal” or “common” animal (like a grizzly bear, a cow, an octopus, a spider, etc., but not a dragon, wyvern, or the like). The Shapeshifter’s attack forms (claw, claw, bite, or whatever) now do the same amount of damage as the form assumed (even poisons or venoms unique to the creature). The Shapeshifter’s CV will modulate either up or down as his natural DEX changes from form to form (that is, if the Shapeshifter’s natural DEX is 10, and the form that he assumes has a DEX of 11, then his CV will go up by 1). The Shapeshifter’s Action Phases are limited to those of the creature’s.

Shift Order 4, Plant Forms: allows shifts into any “non-magickal” or “non-sentient” plant forms.

Shift Order 5, Basic Monster Forms: allows shifts into any of the classical “monster” physical forms (dragons, wyverns, etc.); the Shapeshifter will not be able to reproduce any of the creature’s magickal

effects or Special Powers (such as breathing goutts of fire, assuming ghostly form, or teleporting about).

Shift Order 6, Advanced Monster Forms: allows true magickal monster shifts. The Shapeshifter may reproduce any innate magickal effect or ability, or Special Power (with the exception of spellcasting) which the creature possesses.

Shift Order 7, Inorganic/Inanimate Forms: allows the Shapeshifter to assume the form of any inanimate or inorganic form (like a door, a chest, a sword, or even a golem). This also allows transformation into any element, metal, compound, or mixture, provided that it is neither a unique alchemical compound or mixture (made by means of Quintessence), nor any Exotic (which he can’t replicate until he learns 9th Order Mix & Match). The Shapeshifter may, for example, transform his own physical form into a bar of gold, but not a bar of Shadar Steel nor a dose of Phlogiston. Alternately, the Shapeshifter may choose to transform only a small portion of his form (or any form of Shift Order 6 and below) into an inorganic form (such as transforming only his arm into solid steel in order to reach into a blazing furnace).

Shift Order 8, Energy Forms: allows the Shapeshifter to assume alchemical, magickal, and mystical energy forms of 8th Order and below. In order to affect such a shift, however, the Shapeshifter must actually be subjected to the spell in order to “project” the form and thus reproduce it. During each Combat Round that the Shapeshifter chooses to employ his energy form, he must expend 250 Power Points. The Shapeshifter does the same “damage” (and “area of effect” if desired) with the energy form as if he were a spellcaster of equal level, casting the spell—and he may do this as many times per Combat Round as he has Action Phases!

Shift Order 9, Mix & Match Forms: allows a “mix-and-match” combination of lower Order shifts. For 1,000 Power Points, the Shapeshifter can shift into any combination of his other Shift Order 8 and lower forms, and may wreak havoc and destruction as long as he wishes (unless he’s knocked out or killed, that is). One moderate example is shifting into a “non-magickal” cow form, then adding Vermix horns, venomous wyvern poison glands, and the Elemental Bolt, which shoots from any available orifice. Also, the Shapeshifter can now replicate any of the Exotics, save for Silverstuff. It is also possible to keep a single physical form, and merely shift any applicable attributes and/or abilities to this form.

Shift Order 10, Unique Forms: is the upper tier of Shapeshifting. By expending 10,000 Power Points, the Shapeshifter may transform himself into anything that suits his fancy—and keep this form for as long as he wishes. Limitations are that he cannot assume the forms of any immortals; anything of planetoid size or larger (approximately the mass of the Terran Moon, that is); nor any Silverstuff, primal spells, or primal spell effects. Also, it is possible to shift into the form of any non-primal, non-artifact item (or thing). (Please note that all possible Projections at this tier of power are automatic, with no need to roll a Power Save.)



TALISMAN

The Talisman is a being who possesses an extremely powerful innate ability to "Bend & Bind" Magick Power. Any race can become a Talisman, provided they pay for the GenMins below (the normal racial GenMins are null and void for the Freaks, so feel free to allow any race to Bend & Bind the rules a bit to become a Talisman).

ATTRIBUTES

Strength

Speed

Dexterity

Constitution

Willpower

Intelligence

Presence

Perception

Power

GENMIN

15

15

15

15

10

GENERATION PACKAGE

Bending & Binding (Pro Power Progression). All "The Good Stuff" listed below, as well as all "The Bad Stuff," too. Pro Combat. Artificing. Racial GenPackage. Any 1 Weapon.

Artificing: The Talisman may use his Artificing abilities without having to make the normal Power Saves involved. This is an auto-

matic success even for items with multiple powers. The Talisman must pay for all powers artified into items as normal.

Bending & Binding: This ability, unique to the Talisman, allows the Talisman to act as a living focus of Magick Power. With a mere expression of power, the Talisman can quite literally grab a spell out of the air, "bend" it to his will, and then either "bind" it within himself to replenish his own Power Pool, or send it back the way it came. He can absorb power from both animate and inanimate sources, as well as direct his own raw power upon victims with explosive fury.

Provided that the Talisman has an Action Phase to burn, he can attempt to Bend any power which comes into contact with him, or within a 1 foot radius per level range of him. Though the Bend can affect any spell of any Order, there is a certain "safe" limit. This limit is similar to the MinPower required for a spellcaster to cast a spell of a certain Order. For instance, a MinPower of 30 is required to cast a 3rd Order spell. A Talisman with a MinPower of 30 or higher could Bend any spell or spell-effect of 3rd Order or below with no Save necessary. Attempting to Bend any spell or spell-effect that requires a MinPower higher than the Talisman's own, however, incurs a -1 penalty to the Power Save per point of difference between the Talisman's own Power Attribute and the MinPower necessary to cast a spell of that Order.

Bending Range = contact, or within a 1 foot radius per level

Bending is automatic for any spell or spell-effect that the Talisman meets the MinPower to cast

Bending any spell or spell-effect that's higher than what the Talisman could normally cast requires a successful Save vs. Power at -1 per point necessary to meet the MinPower to cast a spell of that Order

Bending requires 1 Action Phase

Once the Bend is successful, the Talisman can absorb all of the power from the spell at a 1:1 ratio of spell cost to Power Points absorbed. This captured power may then be added to his own Power Point Pool, or instantly blasted back the way that it came (at the exact damage/AOE/effects as the original spell). Once the Talisman Bends a spell, the spell is considered to be "dead," and will neither cause damage nor have any normal effect, unless he chooses to blast it back (see "The Good Stuff" for more information).

Binding Inanimates: Binding the power from inanimate objects is simple for the mighty Talisman. As long as the Talisman is in direct contact with the item or within a 1 foot radius of it, he can steal as much of its Power Potential as he wishes with a successful Save vs. Power. Items, of course, must have a Power Potential (see "Artificing") in order to steal from them. (Creator's Note: Use the item's Power Cost as the item's Power Potential, and work from there. Sure, there's math to take care of, but Freaks are Freaks...) The Talisman can steal up to his own total normal Power Pool from the item in one Action Phase, or any lesser amount he wishes.

Binding Range = contact, or within a 1 foot radius per level

Binding requires a successful Save vs. POW

Binding requires 1 Action Phase

Binding Limit = up to Talisman's own total normal Power Pool from the item in 1 Action Phase

Binding Sentients: Binding sentients (which is as twisted as it sounds) is a bit trickier, not to mention a bit riskier. To attempt a Bind from a sentient, the Talisman has to be within a 1 foot radius of the sentient per level. If the Talisman's Power Attribute is greater than the victim's Power Attribute, then the attempt automatically succeeds. If the victim has a Power Attribute that is equal to or greater than the Talisman's Power Attribute, the Talisman must force a special "contest" of power with the chosen victim. Both Talisman and victim then must make POW Saves; the "winner" of the "contest" is the one who makes his Save by the most points. If the Talisman wins, then he can drain as much power from the victim's Power Point Pool as he wishes (at the same rate as with inanimate objects). The Talisman may continue to drain away on each and every successive Action Phase, or until the victim is reduced to 0 Power Points. Victims of this special contest will not be slain once brought to 0 Power Points, as they will be able to regenerate these naturally. If the victim somehow manages to win the contest, then he can steal as many of the Talisman's Power Points as he desires! The rate is limited as is the Talisman's (see above). The victim will be unable to steal any more power than he could naturally contain within his own Power Point Pool.

Binding Range = contact, or within a 1 foot radius per level

**Binding "Contest" requires a successful Save vs. POW, w/winner take all
Contest requires 1 Action Phase**

**Binding Limit = up to Talisman's own total normal Power Pool from the victim in
1 Action Phase**

Nodes, Links, and Power Batteries: Talismans may link with other willing sentients, power nodes, and power batteries without having to make a power save.

The Good Stuff

Natural AP vs. Magick Power: This is the Talisman's innate, always-on, unconscious ability to defy the damage from damage-type magicks, spells, and spell-effects. This Natural AP works only against power, and nothing else. It will not interfere with the Talisman's attempts to Bend & Bind

Natural AP vs. Magick Power = Talisman's Power Attribute score

Natural AP vs. Magick Power Boost: The Talisman can boost his own Natural AP vs. Magick Power by a simple expenditure of Power Points from his Power Point Pool. He can reduce 1 point of damage per 1 Power Point expended. This requires no Action Phase. This is limited only by the number of Power Points the Talisman is willing to burn.

Natural AP vs. Magick Power Boost = 1 extra point reduced per 1 Power Point expended.

Power Battery: The Talisman can store tremendous amounts of power within his Power Point Pool (see below).

The Power Pool Limit: The Talisman can hoard power like no one else, but there's a limit as to how much even he can hoard, and how long he can keep it within him before exploding like a magical supernova. The Talisman can only store a finite amount of stolen power, and any time he exceeds his own natural Power Point Pool total he must "burn" the power within a certain time limit, or he'll explode from within, causing damage to himself (and all around him) at a 1 Hit Point per 1 Power Point (total) ratio.

Power Pool Limit = Talisman's Power Attribute X Talisman's own Power Point Pool

Time Limit = 1 Phase per point of Talisman's Power Attribute

Power Regeneration: This is the number of Power Points that the Talisman will naturally regenerate as he leeches raw Magick Power from the environment about him. The Talisman will automatically regenerate 1 Power Point per level of experience at the end of each and every Combat Round.

Power Regeneration Rate = 1 Power Point per level, per Combat Round

Power Reflection: Once the Bend is successful upon a damage-type spell, the Talisman has the option to send it back whence it came, or to redirect it as if he were casting the spell himself. This can take place on the same Action Phase in which the spell was absorbed, or may be delayed for up to 1 Action Phase per level of the Talisman.

Power Projection: The Talisman can inflict damage by projecting his stored power at a 1 Hit Point per 1 Power Point basis. Power Projection attacks upon an area are made as if they were targeted at a DV of 0, while personal attacks are made at normal AV vs. DV values. (The Talisman can easily defeat this by targeting a "radius attack" upon a single victim, who can only dodge away if he burns an Action Phase to do so—and then only at the Creator's discretion, as dodging may not be possible at all at some of the extreme radii.) The only limits are the number of Power Points the Talisman wishes to expend, and the MinPower of the Talisman, which will affect the Power Projection's AOE and range as below:

<u>MinPower</u>	<u>Maximum AOE</u>	<u>Maximum Range</u>
10	Personal	100 feet
20	5' radius	400 feet
30	10' radius	900 feet
40	25' radius	1,600 feet
50	50' radius	2,500 feet
60	75' radius	3,600 feet
70	100' radius	4,900 feet
80	250' radius	6,400 feet
90	1,000' radius	8,100 feet
100	10,000' radius	10,000 feet

There is a Power Save to reduce all damage by half and AP will reduce the damage as usual. The Talisman always has the option to "shrink" the Power Projection such that it will affect a lesser AOE, yet will still have its maximum range.

Magick Sense: This ability is like the Special Power of the same name; its effective range is equal to 10 feet per level of the Talisman.

Magick Sense Range = 10 feet per level

The Bad Stuff

None of the Talisman's fantastic powers will work while he is subject to or under the influence of The Pulse (see "Magicks"). Also, the Talisman cannot wear any armor and expect to Bend & Bind. Armor is simply too encumbering. Bodysuits (see "Armor") are acceptable, for they are not encumbering in the least.



VOIDSPAWN

In “The Dragon’s Game” (see “The Immortal Rules”), there are two opposing sides that struggle eternally for supremacy: the cruel Shadar, or Spawn of the Dark Earth, and their antitheses, the Anshadar, or the Children of the Light. The Dragon, or life-spirit of the world, wants nothing more than to perpetuate this eternal struggle, for the very nature of the struggle lends itself to perpetuating The Dragon’s own power. To ensure the balance between the two forces—the “black” and “white” pieces on its great cosmic chessboard—The Dragon has caused a “grey” piece to arise: the VoidSpawn.

The only “grey” piece on a board of black and white, the VoidSpawn exists solely to balance “The Game”; to ensure that no one side imbalances the other for too long a period of time. Typically, a new “crop” of Shadar and Anshadar will arise at the close of an Age, and a new ‘Spawn (the “common” term for “VoidSpawn”) will rise to enforce and maintain the balance between the forces of Light and Darkness.

VoidSpawn: Essentially, since the VoidSpawn exists to maintain an eternal balance between the two opposing forces, he exists either to replace or to destroy the immortals. As such, it is the sole “profession” or “Race” to be destined for true immortality, or true destruction and death, depending upon his Dragon-dictated tasks. Of course, the VoidSpawn must still reach 20th level to become immortal. But, once to that point, unlike any other, he will have *no choice* in his “immortal destination,” as he *must* become a Material God (see “The Immortal Rules”), and The Dragon will “choose” whether he is to act as a “Shadar” or “Anshadar.” Additionally (and sadly), despite the normal rules of immortality, the VoidSpawn may be

called upon by The Dragon to destroy other immortals. And it is a command that he cannot possibly disobey.

This unwritten, unspoken “Code” (to serve the Will of The Dragon) is called “VoidSpawn.” While the VoidSpawn is, in essence, a balance of both Good & Evil, Light & Darkness, Source & Void, the darker nature of his “Enforcer of The Dragon” destiny merits the rather dark, extremely negative connotation of “VoidSpawn.” (In fact, the term often serves as the surname or epithet of the character once he becomes immortal.)

Qualifying To Play: Any race can qualify. (And yes, though the character’s “Race” is truly nothing other than “VoidSpawn,” he still has to be born unto a “normal race,” or “base race.” He gains that race’s GenPackage benefits, too.) The VoidSpawn’s WILL Attribute of 20, no matter the race, is FREE! That means he gets a superior attribute for no cost, and that he can use the rest of his Fate Points on his other attributes (which are *not* bound by his “Racial” GenMax; however, he can hoard any attribute he wants, up to 20, so long as he’s willing to pay for it!), or on Special Powers. He’ll need every advantage he can possibly get.

Final Word: In any event, we suggest that the final decision to allow or disallow the VoidSpawn in the campaign be left to the Creator. Properly played, the VoidSpawn can be immensely fun, and can be an invaluable addition to a party. There’s no better “pit-tester” or “trap-springer” in the game. The VoidSpawn can usually just absorb the damage, and very often is the last one standing after a hellish fight. The only drawbacks are the fact that the eventual destiny of the VoidSpawn is to become an immortal, which can destroy any sense of “surprise” for the rest of the party; and, most importantly, the fact that he is doomed to a life dictated to him by The Dragon. The Creator is encouraged to make life interesting for the VoidSpawn, and for all of his friends.

ATTRIBUTES

	GENMIN	GENMAX
Strength	11	20
Speed	11	20
Dexterity	11	20
Constitution	11	20
Willpower	20 (FREE!)	20
Intelligence	11	20
Presence	11	20
Perception	11	20
Power	10	20

GENERATION PACKAGE

VoidSpawn (Pro Power Progression). VoidSpawn (unwritten Code, Total Manifestation). Magick Sense. Pro Combat. Base Race GenPackage.

Power Orders

<u>Power Order</u>	<u>MinPower Required</u>	<u>Power Cost</u>
1	n/a	n/a
2	20	var
3	30	10
4	40	10
5	50	10
6	60	1:1
7	70	1:1
8	80	100
9	90	1,000
10	100	10,000:1

“Power Order” = the relative Power Order.

“MinPower Required” = the minimum Power Attribute necessary for the VoidSpawn to employ the power.

“Power Cost” = the Power Point cost of the power.

VoidSpawn Power Descriptions

Power Order 1, Natural AP: grants an Innate, or Natural, Armor Protection value of 5 Points per level of the VoidSpawn. This “damage-resistant aura” is an unconscious mental ability that is in effect at all times, whether the character is conscious or unconscious. This does *not* make the character’s physical form any “harder” or “tougher” than would be normal for his race.

Power Order 2, Damage Reduction: grants the ability to boost his own natural powers of Damage Reduction. When hit for damage, the VoidSpawn can reduce this damage by making a WILL Save. Whatever the WILL Save is made by, that result is then multiplied by the VoidSpawn’s level. This total is the total number of Hit Points of damage that he can reduce per attack. Each Hit Point of damage that is reduced is subtracted from his Power Point Pool on a 1:1 point basis. Each separate attack will require a separate WILL Save. Action Phases are not a requirement for this; for game purposes, it is practically instantaneous. Once he runs out of Power Points, however, he’s subject to normal damage.

Power Order 3, True Regeneration: allows the VoidSpawn to Regenerate lost Hit Points as if he had natural powers of True Regeneration. This power automatically kicks in once he falls below “0” Hit Points. If he has no Power Points remaining at this point, then this ability will “keep him going,” stabilizing him at that point until he begins to regenerate his own Power Point Pool. Once at least 10 Power Points have regenerated, then the “active” part of the regeneration will kick in, and he will regenerate 1 Hit Point per Combat Round. Each Hit Point costs 10 Power Points.

For positive Hit Point totals, the VoidSpawn must make a WILL Save in order to “jump-start” this ability. He may regenerate as many Hit Points as he wishes to pay for (at 10 Power Points per 1 Hit Point). Since this is a conscious effort, he may choose to burn as many Power Points as he wishes in order to quickly regenerate. This takes 1 Action Phase. For all other purposes, this form of

regeneration functions the same as does the Special Power of the same name.

Power Order 4, Mind Over Body: allows the VoidSpawn to temporarily boost his own Physical Attributes (STR, DEX, SPD, & CON) by sheer Mind Over Body. Quite simply, he can raise 1 attribute by 1 step on “The Master Table” by making a WILL Save and burning 10 Power Points. This requires 1 Action Phase, and costs an additional 10 points to maintain on each and every Action Phase after the first.

Power Order 5, Mind Over Spirit: allows the VoidSpawn to temporarily boost his own Mental Attributes (INT, WILL, PRE, & PER) by sheer Mind Over Spirit. This works the same as does the Order 4 Mind Over Body. WILL can be used to temporarily raise WILL.

Power Order 6, Mind Over Matter, Levitation: allows the VoidSpawn to defy gravity by sheer force of will. The VoidSpawn must make a WILL Save. Levitation will allow him to move up or down, forwards or backwards, at a rate of 1 CMR. The VoidSpawn can maintain this at a cost of 1 Power Point per 1 minute thereafter. This requires 1 Action Phase to activate.

Power Order 7, Mind Over Matter, Telekinetic Flight: allows the character to fly by means of Telekinetic Flight. This method of flight is extremely rapid, and allows the VoidSpawn to move at 5 CMR per point of WILL. He can maintain this at a cost of 1 Power Point per 1 minute thereafter. This requires 1 Action Phase to activate.

Power Order 8, Mind Over Matter, Teleportation: allows the VoidSpawn to will himself to any location on the current plane which he has seen before. The caster may make “line of sight” transports, as well as even attempt “blind” transports (like “1 mile, straight up”). This is a “personal teleport,” and no others may be taken along. This requires 1 Action Phase, 100 Power Points, and a successful WILL Save. Failure of the Save will result in no transport, though 100 points are still burned.

Power Order 9, Planar Travel: allows the VoidSpawn to ply the planes of reality. He must be familiar with his planar destination, or he risks a “blind” transport. This does not enable him to move from point to point, only from plane to plane. This is “personal” only, requires 1 Action Phase, 1,000 Power Points, and a successful WILL Save. Failure of the Save will result in no travel, though the 1,000 points are still burned.

Power Order 10, Primal Balance: This ultimate VoidSpawn ability allows the VoidSpawn to act as a living focus for primal energies. With it, he may “convert” his own Power Points into Primal Power (see “The Immortal Rules” for more information). This conversion is not very efficient, and cannot be used for the standard “Wish” (see “Primal Magicks” in the “Magicks” section). However, with a successful WILL Save, the VoidSpawn can convert 10,000 Power Points into a 1 Primal Point “Primal Bolt” to attack, or a 1 Primal Point “Primal Shield” with which to defend.

KARMA

Karma: This is a composite of many different qualities, specifically the qualities of the soul. There are 8 different karmic qualities.

Karma & Fate Points: Karma is a quick way to develop Fate Points for character generation. At the time of Character Generation, one may choose to gain extra Fate Points by taking points in his Karma. All Karma starts at 0, or "perfect" (your character is a moral/ethical paragon of virtues to start). This represents the "Save" on a d20, should there be a situation involving that particular Karmic Attribute. Each point you place into a Karmic Attribute grants you a bonus Fate Point on a 1:1 basis—but it also makes that particular Karmic Attribute more difficult to Save against, and causes that particular Karmic Attribute to become more susceptible to developing a "bad" manifestation. In fact, once there are more than 10 points in any single Karmic Attribute, then the character must define that Karmic Attribute's manifestation.

Karmic Manifestations: These are the "defined" qualities within the ugly realm of Bad Karma, which corresponds to all Karmic Attributes with "11" or more points. These may range from a mere Tendency to exhibit the manifestation under extreme stress, to an Acute Manifestation, to a Chronic Manifestation, and even to a Total Manifestation, depending on how high the Adjusted Save has been raised (see "Karmic Thresholds").

Karmic Saves: This is equal to the number of points in a particular Karmic Attribute. To make the Save, one must roll that number or higher on a d20.

Note: Any "0" is considered "perfect," and hence no Save need ever be called for, in any situation. There is, of course, some grace for a "1," as any roll of a d20 will make the Save. However, if the Save is for some reason at a minus, then someone with a "1" still will have to roll, while someone with a "0" will not.

Karmic Thresholds: These are all based upon the number of points in a Karmic Attribute. The baseline is "10." Any greater than "10" are considered "Bad Karma," while any less than "10" are considered "Good Karma."

Points	Definition
0	Immunity To; Paragon Of
1-9	Good or Positive Manifestation
10	Average, No Manifestation
11-14	Tendency
15-17	Acute Manifestation
18-19	Chronic Manifestation
20	Total Manifestation

Below "10": This is the realm of Good Karma. Unlike the "Above 10" realm where specific definitions are required, tendencies and manifestations in this realm are seldom defined as anything other than a "good" or a "positive" manifestation of that particular Karmic Attribute. The one exception is when the

Adjusted Save reaches "0." One may assume virtual "Immunity To" that particular Karmic Attribute, the "Paragon of" of that attribute's particular virtue.

The Average "10": This is quite average for most adventurers, and is considered to be relatively "safe," as there is no cause to define a manifestation for a Karmic Attribute with a score of 10.

Above "10": This is the realm of Bad Karma. While the range of 11 to 14 (the "Tendency" range) is relatively safe and painless, beyond this range await the truly dangerous realms wherein the "Manifestations" lie. All Karmic Attributes with Adjusted Saves above 10 must be defined.

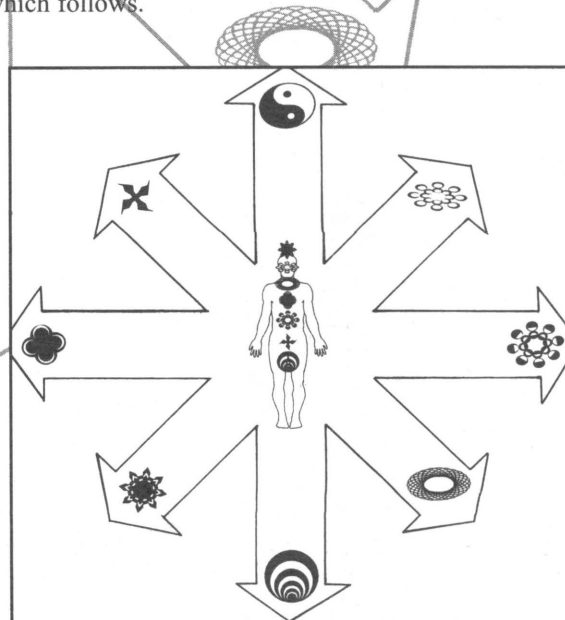
Tendency: This means that the manifestation is latent, or hidden deeply within; appearing only during occasions of extreme duress, and then only for a brief period of time.

Acute Manifestation: This means that the character will display the manifestation on occasion, yet is not quite to the point of being consumed or overwhelmed by it.

Chronic Manifestation: This means that the character continually displays the manifestation, and is quite near to becoming totally overwhelmed by it.

Total Manifestation: The character with Total Manifestation is totally consumed, or totally overwhelmed (when applicable) by the manifestation, and typically has very little or no control over his actions (at least as far as the bad manifestation is concerned; that's why the Adjusted Save is "20").

Choosing Manifestations: Once you have 11 or more points in any single Karmic Attribute, you must define a Manifestation for that particular Karmic Attribute. Simply select an appropriate manifestation from the listing of "Possible Manifestations" below in the Karmic Attributes. Then, refer to that Manifestation's write up in the "Karmic Manifestations" section which follows.



CharGen Example: Bruce Bannorg, or “Hulgg” as his friends call him when he abruptly shapeshifts into his humongous alter ego-form, is a rather puny/hulking Demonian who was mysteriously dyed a mysterious green color at birth (an accident allegedly involving, among other things, a Chinese rice picker and an experimental gamma bomb; “Hulgg” is Druus for “green”), this strange incident granting him, among other things, much brawn and little brain. This is our interpretation of one possible Karma for him:

Attribute	Manifestation	Score	Explanation
Attitude	Bad Attitude	19	“Madder Hulgg gets, stronger Hulgg gets!”
Confidence	Megalomania	19	“Hulgg strongest one there is!”
Discipline	Total Stupidity	19	“Hulgg strongest one there is!!!”
Fear		0	“HA!”
Greed	Hoard!!!	17	“Give Hulgg skulls!”
Harmony	Bloodthirsty	19	“Hulgg smash!”
Luck	Bad Luck	17	“Soldiers always shoot at Hulgg!”
Sanity	Multiple Pers.	20	“No want change back to puny Bannorg!”

Explanations: High attributes cost much, and the mysterious Hulgg’s rampant physical attributes cost (not his mental stats, obviously) has forced us to “up” all of Hulgg’s Karma to insane proportions. You probably won’t have to do the same, but it’s really great to know that you *could*...

Cross-Manifestations: With the Creator’s approval, several of the Possible Manifestations may creep over into another Karmic Attribute’s territory. Feel free to experiment with them.

Buying Off Bad Karma: Creator willing, it’s as easy as spending a Fate Point. Too bad it costs the same amount of Fate Points to buy them off (or down) as it does to build them up. This may be done at any time, provided one has the Fate Points to burn.

Multiple Karmas? Or, HOARD! HOARD! HOARD! If you’re *really* into pain, then, with the Creator’s groaning approval, you might be able to cram more than one Karmic Manifestation into a single Karmic Attribute. An example of such lunacy would be like taking both “Bloodthirsty” and “Insomnia” in the Karmic Attribute of “Harmony,” just so you could stay up late at night and dream of all those Goblins you want to go kill. And you also take all the points for both of the Manifestations (or whatever level you set them to). Too bad you have to role-play both of them...

Good Stuff: You can get up to 10 Fate Points per Karmic Attribute without having to define a tendency or manifestation. This helps inexperienced Players role-play a new Character, and helps experienced Players get more Fate Points. This is one of the best “cheats” in the game.

Bad Stuff: Tendencies may be relatively harmless, but Manifestations can hurt, especially if they’re bad ones. True, you get Fate Points with which to hoard more attributes and Special

Powers, but you might just pay for it if you’re not careful (and a lucky roller with d20s).

Karmic Attributes

Attitude: This is one’s general mind-set, involving attitude towards others and oneself. **Possible Manifestations:** Antisocial, Bad Attitude, Grim, Free Spirit, Loner, Smartass, Snob, Trickster.

Confidence: This is both confidence in oneself and in others. **Possible Manifestations:** Alpha Behavior, Beta Behavior, Megalomania, Overconfident.

Discipline: This is both self-discipline and the self-enforcement of one’s own will. **Possible Manifestations:** Absentminded, Addiction, Bloodlust, Curious, Total Stupidity, Wanderlust.

Fear: This is the measure of fear—and the control of fear—within one’s soul. **Possible Manifestations:** Fear.

Greed: This is a composite measure of one’s greed, avarice, lechery, self-indulgence, and other such hedonistic tendencies. **Possible Manifestations:** Greedy, Hoard!!!, Lechery.

Harmony: This is a composite measure of one’s inner peace, and one’s outer peace with all other living things. **Possible Manifestations:** Bloodthirsty, Liar, Hatred, Nightmares, Insomnia.

Luck: This is quite simply one’s luck. **Possible Manifestations:** Bad Luck.

Sanity: This is the measure of the relative health or sickness of one’s psyche. **Possible Manifestations:** Depressive, Manic, Manic/Depressive, Kleptomaniac, Multiple Personalities, Obsessive/Compulsive, Paranoid, Pyromaniac.

Karmic Manifestations

ABSENTMINDED: Well, we had a definition for this, but, uh, we seemed to have, uh...misplaced it? Combine this with “Kleptomania” and “Liar” and have a world of fun at your own expense!

Note: This can be really funny for those spellcasters who keep forgetting the AOE of their big-boom type spells!

ADDICTION: Characters who choose this are somehow addicted to a particular substance, or even to a specific mental or physical act (just use your imagination). Addictions are, quite simply, extremely difficult to kick (it takes those hard-earned Fate Points to buy them off, remember?), and when the character can’t satisfy that monkey on his back, then all kinds of interesting things can happen.

ALPHA BEHAVIOR: Shout out orders to your friends and watch them become amazed! Become belligerent and overbearing, just for the fun of it! Grow more hair on your chest and become a real man (character's sex *not* a prerequisite)!

Note: Those poor sods with "Beta Behavior" will follow your lead—or else!

ANTISOCIAL: Picture everything bad with the punk movement of the early eighties, add to it a thin veneer of scalding loathing for all things "right" in "society," and simmer at a slow boil of seething, unwholesome angst for about a lifetime too long on this hateful plane of existence.

BAD ATTITUDE: The lucky Creator who gets a PC with this had better prepare for some interesting Game Sessions. The character with a Bad Attitude isn't necessarily a malcontent, a misanthrope, or a total antisocial. He isn't necessarily "good" or "evil," or anything silly like that. He isn't necessarily a grumbler, either. He merely has an "I really don't give a damn" attitude, and he'll go through no small length to defy established customs, procedures, and practices whenever and wherever possible. The character with a Bad Attitude is a practicing iconoclast, semi-anarchist, and rebel at heart. He'll never willingly serve an established "cause," and he probably views those who do with thinly disguised contempt.

BAD LUCK: The character with this is a living example of Murphy's Law, and whatever *can* go wrong *will* go wrong—at least once per Game Session, but only so far as the "little things" are concerned. For example, the character adventuring in the city may discover that the local thieves have marked him as an easy target, or he may find that he has been plagued with bedbugs after sleeping at an inn (or sometimes something worse, if the situation calls for it). The "dungeon" adventurer may discover that some of his rations have spoiled, or that one of his bags, sacks, or backpacks has developed a nasty little tear in it. Characters may find themselves victims of mistaken identity, or they may even find themselves "passed over" for promotion within an organization simply because their Bad Luck has caused someone else's name to be put in their place. The "little things" probably will go wrong, and probably at the most inconvenient times—as long as that time is not too dramatic or life-threatening to the character.

Note: We suggest that Bad Luck be invoked only once per Game Session.

BETA BEHAVIOR: Be a Nebbish and follow the crowd! Grow some wool and become a sheep! Follow orders from those with "Alpha Behavior" without question! (See "Total Stupidity" for a more in-depth explanation.)

BLOODLUST: Typically an Azaar battle trait, this may be chosen by anyone who wants to play a potential ticking time bomb, ready to explode at any moment (well, at least any moment in combat). Once they have actually taken damage in combat, the character with Bloodlust will try his absolute best to slaughter the one (or ones) who dared injure him. The character gets a Karmic Save at the end of every Combat Round to determine if he can fight off the effects of the Bloodlust and return to normal. *Even if*

the offending party is destroyed, the character will still furiously attack anyone and everything around him at random until the Karmic Save is made—or until everything in sight is dead.

BLOODTHIRSTY: Characters with this actually *crave* the sensation of inflicting damage upon their fellow beings. Bloodthirsty characters *like* to inflict pain and suffering upon their fellow sentient beings! They get their kicks by means of cruelty and sadism, and they are intolerant of petty morals and ethics which interfere with them "getting their kicks."

Note: Characters with a "Code" which specifically prohibits "Bloodthirsty" behavior should think twice before taking this.

CURIOUS: Characters with this are more than just a *bit* curious—they're obsessed with finding out stuff like "How does *that* thing work?"; "What *is* that?"; and even the ubiquitous "Where does this creepy tunnel lead?" The "Curious" character will go through great lengths just to satiate his overwhelming curiosity—even if it places him (or his companions) in great personal danger.

DEPRESSIVE: This character mopes around, has an occasional -1 to all Combat Values, Skill Rolls, and Saves—simply because he doesn't care about having any Combat Values, Skill Rolls, and Saves.

FEAR: Instead of having a long list of Phobias which no one can ever seem to remember, we've made this just a bit easier for Player and Creator alike. Just choose a convenient "Fear" that you and the Creator can agree upon, and that's that. If you want to choose some fear like "Fear of being enclosed in tight, tiny spaces," then just go ahead and call it "Claustrophobia" if you really want to. Just remember that whatever your "Fear," you have to make a Karmic Save to overcome it (checked once per Combat Round at the beginning of the Combat Round as long as you're in its presence), or else you're forced into total, gibbering, foaming inaction (unable to cast spells, use items, and with all your CVs reduced to 0!).

FREE SPIRIT: Similar to "Bad Attitude" only in that it conveys the same sense of societal rebellion, the Free Spirit is someone who truly believes in living life to its fullest, experiencing strange new forms of insobriety, and indulging whenever and wherever in all things possible (the legality of which may not necessarily concern the Free Spirit). This fits well with several other "roguish" ones, and may well flesh-out a character who tends to lean to the more "chaotic" side of things.

GREEDY: Once you consider it, just about every character ever created has suffered from this at one time or another. Here, though, you get Fate Points for it, because "Greedy" is just a bit more consuming than the standard form of greed. Characters who are Greedy will *always* attempt to take more than their fair share of items, goods, money, etc., whenever it comes down to "Loot Time" (when the party's goods are being divvied up, that is). In addition, they will maneuver, cajole, or bargain their way into

Karma

landing the lion's share of *any* portion, simply because they *must* have their way!

Note: Only the character's "Code" (if any) will mediate his reaction to not getting his way.

GRIM: This character has absolutely no sense of humor—or if he does, it's so deeply buried under a thick veneer of self-absorbed self-control that it's more than likely atrophied from disuse. This doesn't mean that the Grim character cannot or will not find things amusing. It's simply that the Grim character will more than likely keep his feelings—and his laughter—to himself, where only he can know them for what they truly are. (By the way, it actually takes a failed Karmic Save for the Grim character to let his true humor shine through. Those with the "Trickster" Manifestation will no doubt find this most amusing.)

HATRED: Hate is a potent force, and those with a "Hatred" will go to extreme lengths to purge, destroy, and terminate the source of their hatred. Once confronted with a "Hatred," a Karmic Save (checked at the start of every Combat Round) is required for the character to break the grasp of the intense hatred, or else the character will attempt, by all means possible or impossible, to terminate any and all "Hateds."

HOARD!!!: This compels the character to hoard, or to collect, just about anything and everything that strikes the character's fancy. Whatever item or group of items it is which the character considers to be "hoardable"—artifacts, books, magick items, spells, weapons, gadgets, soulgems, etc.—the character *must* Hoard it all! "Collections" *must* be completed! Every single trivial object connected in any way, shape, or form to the "hoardable" topic *must* be obtained before the character is satisfied!

Note: Only the character's "Code" (if any) will influence or limit the means by which the "hoardables" are hoarded.

INSOMNIA: Something to which we all can relate, Insomnia is the continued deprivation of sleep. Its short term effects range from bouts of acute depression to rapid mood swings, while its long term effects may include some incidents of psychotic hallucinations. Many races of the Midnight Realm who attempt to adapt to the surface world's "solar order" of time find that they suffer from its effects.

KLEPTOMANIA: Kleptomaniacs must satisfy their compulsion to steal, even if they have no earthly idea what it is that they're stealing, just because they must have it! Since Kleptomania strikes at the most inopportune moments (your Creator will gladly let you know when inopportunity knocks), the character is allowed to attempt a Karmic Save in order to ignore the compulsion to steal.

Note: Combine this with "Liar" and have tons of fun!

LECHERY: Characters with Lechery are totally self-indulgent pigs who won't think twice about how they look, or what other people will think about them, as long as they satisfy their baser appetites.

Note: Lecherous Characters will spend at least 2X the normal monetary value for food, drink, lodging, and their other... less savory... indulgences.

LIAR: "I was...uh, abducted by the Death Horde, and they, uh, just...uh, released me, I guess." "Trust me. This soulgem isn't trapped." "These aren't the droids you're looking for..." Ooops. Well, you get the point.

LONER: The Loner is not as totally antisocial as the name would seem to imply. He isn't necessarily an introvert, nor is he necessarily laboring under some cruel mental burden, such as an inferiority complex, a guilt-trip, or something else of that "hidden-in-the-past" nature. The Loner doesn't necessarily dislike other people, places, or things; he simply prefers to call his own shots, do his own thing, and indulge his "need to be alone" once in a while. Believe it or not, this can actually be played by a character in a "group campaign" setting. In such a setting, the Loner very often is the one who stumbles into something "interesting" while indulging his "need to be alone." And, of course, the Loner will tend to take his Down Time very seriously, as it will give him a chance to get away from those oh-too-familiar adventuring buddies of his.

MANIC: Characters who are Manic suffer from continual, extreme bouts of energy-filled mania, much the same as hyperactive children. Characters suffering from a Manic fit may, if the Creator is so inclined, add +1 to any of their Skill Rolls. (Remember how "Depressive" works? "Manic" works the same). Conversely, the Creator may invoke a penalty of -1 to any of the "Manic" character's Skill Rolls which directly influence other people. (Mania, while conducive to fits of pure genius, can also be annoying as hell to those around you.)

MANIC/DEPRESSIVE: Want to suffer from both of these beauties at once? Want to suffer rampant mood swings—one minute Manic, the next totally Depressive? Want to make your Creator keep up with all those varying die rolls and watch him become Manic/Depressive too?

MEGALOMANIA: Even if you're only first level, YOU CAN RULE THE WORLD! That's right: Simply choose Megalomania, and you will become THE MIGHTIEST ENTITY IN ALL THE COSMOS! Right. Or at least, you'll *think* you are, until your raving lunacy lands you in a world of hurt...

Note: Remember—there are a lot of megalomaniacs out there in Fantasy Land, and the majority of them are probably more powerful than you are, or ever will be. At least not until you reach 20th level and become an immortal! Then you can make those scum-suckers pay! Then you can show them who's boss! Then you can really RULE THE WORLD!

MULTIPLE PERSONALITIES: This disconcerting Manifestation, which normally is reserved for the “Shapeshifter,” afflicts the PC with a “split-personality” disorder that causes the PC to assume multiple identities—personalities that are completely separate from the PC’s natural persona, very rarely aware of one another’s “existence.” For the Shapeshifter, this typically comes into play once they assume one of their many forms and stay in it for too long a period of time. The form “imprints” itself upon their own identity, and sometimes becomes powerful enough to separate itself from the Shapeshifter’s own identity, becoming a new, unique identity. For instance, the Shapeshifter who stays in the form of, say, a goat for too long may tend to develop its “goat identity” into a new personality, complete with its own set of actions, reactions, views, ideals, and beliefs. Horribly enough, if the Shapeshifter stays in goat-form for too long, it may just start to believe that the “goat identity” is its own *true* identity. And, once “convinced” to assume another form, each and every other one of its other forms may be its *true* identity—at least as long as it’s in that form! (A successful Karmic Save will “convince” the character of its own true identity.)

Note: This is not normally intended for non-Shapeshifters, and may prove most difficult for both Player and Creator to deal with. However, if the Player really wants his PC to have a difficult time sorting out reality from all the other surreality in a FRP game, then feel free to take it.

NIGHTMARES: Never get a good night’s sleep again! Toss and turn all night long! Really piss off your campfire companions with your constant nocturnal moaning and groaning! Receive bizarre revelations in your sleep that may or may not have anything to do with what’s happening in the game!

OBSESSIVE/COMPULSIVE: Follow bizarre ritual-pattern behavior and mystify your companions! Polish that armor of yours until it’s so shiny that it zings! And then go polish it some more, just to be sure! And then, when nobody’s looking, just make sure it’s *really* polished! Choose some bizarre or inane ritual-pattern behavior and *really* have some fun!

OVERCONFIDENT: A character who is Overconfident will always be up to the challenge, whatever that challenge may well be, and will probably let everyone else know. The character won’t think twice (well, maybe thrice) about taking on that foaming-mad dragon all by his lonesome, just because some loony voice in his head keeps screaming “I’M INVINCIBLE!” over and over again.

Note: A successful Karmic Save will inform the character of the “reality” of the situation. (“What do you mean, my 2nd level Dragonslayer, Frederick the Foaming, can’t possibly clean out the South Tower all by himself?”) Now, as to how the truly Overconfident will react to this “reality”...

PARANOID: The character who is Paranoid is *convinced* that every one and everything is “out to get him.” It’s not as funny as it sounds, though, for even though we know that everyone and everything is out to get the characters in a Fantasy Role Playing game, characters who are Paranoid can’t calm down! They will actively go through elaborate rituals of protection, intent upon keeping themselves “safe” from their tormentors, both imagined and real. Trust (even trusting their closest associates) is simply not in their vocabulary.

PYROMANIA: Characters with this are fascinated with fire, and will often go to great lengths to indulge their craving to watch things burn—even if it means that they have to set things on fire to make them burn! Pyromaniacs must make a Karmic Save when confronted with the opportunity to indulge their mania for fire, or they will most definitely strive to observe the fire, even at the risk of life and limb. The Karmic Save is applicable at the end of each and every Combat Round until the character makes the Save (or until the fire is out).

SMARTASS: There’s one in every group, and he’s usually the one that the Bad Guys are falling over each other to get to, just so they can “teach him a lesson or two” for his remarks. Like the “Trickster,” the Smartass simply can’t forego the opportunity to cut loose with an inappropriate wisecrack, bawdy joke, or scathing cut-down. Unlike the Trickster, however, who can usually be curtailed by “taking his toys away” from him (so he can’t prepare his little pranks, that is), the only way to stop the Smartass from Ranting & Raving (see the section in “Combat” for more information) is to bind his milling arms and gag his flapping mouth. Of course, a Karmic Save will also sometimes do the trick.

SNOB: Snobs are...well, snobbish, snooty, smarmy, smug, and generally full of themselves for some reason or another (none of which would make any sense to the rest of us, we’re sure). When presented with the opportunity to make a “scene” and “put someone in his place,” the Snob will not hesitate to correct, cajole, or convince all present of his superior breeding, intellect, or taste. If presented with the opportunity, the Snob with any grain of decency (or common sense) may choose to hold his sharp tongue with a successful Karmic Save.

TOTAL STUPIDITY: The character is totally stupid, and is even too stupid to know it! He’ll gladly taste unknown potions when offered them. He’ll gladly charge into the midst of an onrushing horde of bad guys if properly persuaded (“Dey say what about Mom? Me am smash dem!”). He’ll even volunteer to test pits and traps for your party! And sometimes not even a *successful* Karmic Save will shed the light of reason upon his dim, feeble mind!

Note: This does not reflect upon that character’s INT score, mind you. Even a total genius can act totally stupid at times. So take it, O ye mighty spellcasters! Blow up friend and foe alike, just because you’re so totally stupid that the proper placement of your explosive spells is beyond the grasp of your perpetually befuddled mind!

Note 2: Isn’t there always someone like this in your party? And isn’t it about time they got some points for it?

TRICKSTER: The Trickster is the guy who is always getting his jollies by pulling pranks on his fellow adventurers. Irreverent, incorrigible, and totally inane are appropriate descriptions of the typical Trickster, and the Trickster will go through just about any length just to have a good laugh (like greasing the steep stairs of some evil deity’s blasphemous altar, just to watch the poor Evil High Priest slip down).

Note: To the Trickster, no act or no one is so sacred that it can’t be laughed at.

WANDERLUST: Sure, most adventuring types have this already; it's what compels them to "go out and see the world." But this version is just a little more difficult to satisfy that the "unwritten" one, for the character with Wanderlust absolutely *must* wander far and wide, see new sights and strange, wondrous things; meet new peoples and encounter new civilizations. PCs who take this will be loathe to "settle down" on a permanent basis, instead preferring to travel light and travel often whenever possible. PCs who don't get to indulge their Wanderlust on a fairly consistent basis may soon discover that they've just added "Depressive" to their Character Sheet.

CODES

CODE: The Code is an often elaborate system of ethics to which the character *must* adhere, or fall from grace and therefore loose rank, personal power, or be judged by his comrades or by his god. The Creator is given free reign to make the fall from grace as painful as possible.

Who Can Take Them? Though the taking of some Code is virtually assured by the chosen profession, (like a "good" Priest, who probably will choose at least some form of Karmic Manifestation with "The Good Earth Code" or "The Cause"), anyone who dares may take them. All Codes must be played, and played to the hilt.

How Do They Work? Similar to Karma, you get 1 Fate Point for each point you place in a particular Code. However, the more points you take in a particular Code, the more difficult it becomes for you to resist "The Call" of that Code, as the table below illustrates:

Points	Definition
0	No Inclination Towards or Antithesis Of
1-9	Little Inclination Towards
10	Average Inclination Towards
11-14	Devotion To
15-17	Acute Devotion
18-19	Chronic Devotion
20	Total Devotion

Note: Rather than waste your time defining these, we suggest that you simply refer to Karma and use their definitions for the ranges. Their manifestations are quite similar—once you become "devoted," you're hooked.

Devotional Saves: As with Karma, this is rolled on a d20 or higher, and it is directly related to how many points you put in that Code. Saves, however, typically are not called for, unless the Character wishes to resist "The Call," or refuse to perform some devotion, quest, deed, or duty which his Code would otherwise compel him to perform. Obviously, there are some cases where refusal to uphold a Code could spell the doom of the Character; there are also some cases where refusal could save the Character's life, too. Once you're "Devoted" ("11" or higher), however, you're considered a "true worshiper" or "true follower" of that particular Code. Not that that's so bad—except that you'll be marked by the fanatics who hold the opposite view that you do (someone devoted to the Cause would hate someone who was devoted to the Anti-Life; a devotee of the Dark Earth would despise someone devoted to the Good Earth; and vice versa for both).

The Good & The Bad: It is possible to take points in either the "good" Codes (the Cause, the Good Earth) or in the "bad" Codes (the Anti-Life, the Dark Earth)—but it is not possible to mix "good" with "bad" (it's simply not logical; imagine being devoted to both the Cause and the Anti-Life simultaneously!). However, should one suffer from severe Multiple Personalities...

Good Codes

THE CAUSE: This ancient (and some would say "forgotten") Code of Champions enforces the Good Earth Code with *active* questing to purge the world of evil, and to enforce the ideals of freedom, honor, and justice. Evil is not simply punished by those who serve the Cause—it is destroyed, at all costs. This is not normally a religious Code, and is selected only by those who dare to risk their very souls in service of their fellow sentients. Failure to uphold this Code after truly taking it (as opposed to certain Rellians, who only *pretend* to uphold it) will result in that character's being marked by The Dragon itself—and the Creator will have free reign to make your adventuring career a living hell until proper atonement is made!

THE GOOD EARTH: Characters must serve the will of The Dragon (or, alternately, the Phoenix, if the character is Silestion or Solarr, or subscribes to their religious beliefs), the source of all life and all things good. Life is precious, the good of the world must ever be upheld, and evil must ever be punished. This typically is a religious Code, and is chosen by Priests of The Dragon, or the Phoenix.

Bad Codes

THE ANTI-LIFE: The Demonians, the Death Horde, and the wicked Shadar seem to like it—but they *should*, because it mandates that everything else but them must *die* or *serve them as slaves*! Those who choose this Code will bear the enmity of all living things (probably even those who are also fellow Anti-Lifers!). Not for the faint of heart.

THE DARK EARTH: Characters must serve the will of Chthon and her dark legions of the Pit. The strong survive to do the bidding of darkness, while the weak inherit the yoke. This typically is a religious Code, and is chosen by Sentinels and Priests of the Dark Earth.

Note: For more detail on the religious overtones of some of the Codes, refer to "Cosmology."

Good Stuff: You get Fate Points for doing what your Character would normally do—adventure and quest in the name of Good or Evil! As with Karma, the first 10 points can be basically free—Creator willing, you don't really get tasked until you become truly devoted.

Bad Stuff: If you're fanatically devoted to anything, you can easily land yourself in hot water with fanatics who are diametrically opposite you—even sometimes those who share your own beliefs!

SPECIAL POWERS

Special Powers: These are the fantastic physical and mental peculiarities which set Player Characters apart from the rest of the mundane flock.

Purchasing Special Powers: Normally, Special Powers may be purchased only at the time of PC Generation. There are some bizarre circumstances, however, when they may be “bought” once the character is actually being played. There should be some *extremely* interesting reasons for this to occur, though.

How Many Can I Get? As many as you need, and as many as you can afford.

What About Racial & Professional Special Powers? The mandatory Special Powers with which some races and some professions begin the game *do not* cost additional Fate Points. They are, in fact, free.

“GovAttribute”: Some Special Powers will have a “Governing Attribute,” or a connection with a specific attribute. The “GovAttribute” is the specific attribute which “governs,” or determines, the applicable Save for the Special Powers in question.

Special Powers “Mod”: Some Special Powers may be purchased with additional modifiers, or “Mods.” These will enhance any Attribute Saves that are applicable to the Special Powers, effectively moving the Save *down* on “The Master Table” as many places as the number of Mods that are bought.

Example: Darkoth the Stalker, who has a normal PER Attribute Score of 15, has a PER Save of “6” or higher on a d20. Darkoth, who wants an “edge” in his endless pursuit of prey, purchases the “Bloodhound” Special Power with 3 Mods. His new PER Save (at least when the sense of smell is involved) is effectively dropped 3 steps on “The Master Table,” which now makes it a “3” or higher on a d20. Darkoth now effectively boosts his Stalking skill—at least when the sense of smell is applicable to the situation. The Creator, of course, will let you know when the potent Mods come into play.

So How Many Can I Hoard? A limit of 5 Mods may be purchased for any single Special Power.

Special Powers

ARTIFICER: This empowers the Pro Spellcasting character with the ability to artifice, or to enchant, items with a permanent magickal “template.” See “Artificing” in “Magick” for more info.

Cost: 10 Fate Points.

Creator’s Note: This is typically a professionally-based Special Power, and is not normally intended for those who do not pick it up within their chosen profession. All Pro Magick users get it for free. Those with Semipro Magick and spellcasting ability may pick it up with no problem, provided they both pay for it and obtain special Creator approval.

BLOODHOUND: Smell things you’ve never really wanted to smell! Boost your PER Saves which involve the sense of smell to unholy proportions!

GovAttribute: PER. **Cost:** 1 Fate Point per Mod.

COMBAT SENSE: Keep your full CV (both AV *and* DV) and never lose track of those rear attacks! A PER Save (successfully made at the beginning of each and every combat round) will allow the character with this ability to keep full CV even while blind, in total darkness, while fighting invisible or unseen opponents, against unseen ranged attacks or opponents, and even against attacks from the rear. For combat purposes, the limit of the Combat Sense is equal to an area equal to 1 hex per point by which the PER Save is made.

GovAttribute: PER. **Cost:** 10 Fate Points.

Note: *Combat Sense does not grant the character any power to detect an opponent who has successfully made his “Stealth” Skill Roll.*

CONNOISSEUR: At last, comprehend what all those wine tasters have been babbling about for years! PER Saves involving the sense of taste are boosted with this ability.

GovAttribute: PER. **Cost:** 1 Fate Point per Mod.

DIRECTIONAL SENSE: Characters with this ability need never fear getting lost, for they can always consult their potent built-in compass and always know exactly where they are relative to their surroundings. Combine this with “Total Recall” and you’ve become a living AutoMapper.

Cost: 3 Fate Points.

EAGLE EYES: Forget about that telescope! Now you have the virtual eyesight of an eagle, and you can see clearly at great distances what normal folks can only see up close! PER Saves which involve sight are modified by this ability.

GovAttribute: PER. **Cost:** 1 Fate Point per Mod.

Note: *Each Mod effectively adds two power (2X, as in telescopic sights) to the character’s visual acuity.*

EMPATHY: Sense the emotions of those around you, and define them to a high degree of accuracy (provided they don’t have the Special Power “Mind Mastery” or some powerful mind-masking spell effect working). Characters may even sense the “quality” (Good, Evil, Strong, Weak, etc.) of magickal devices, objects, spells or spell effects, provided that they are in direct physical contact with them. A PER Save is necessary to produce an accurate empathic reading.

GovAttribute: PER. **Cost:** 5 Fate Points.

FAST HEALING: Effectively doubles the character’s normal rate of healing.

Cost: 5 Fate Points.

Note: *This ability does not double the character’s “Regeneration” rate, nor does it double any type of “magickal” healing.*

GLOOM SIGHT: This is the ability which many of “The Midnight Realm’s” denizens share: the ability to see clearly under conditions which would leave many Humans in a blinded, helpless, fumbling state. As long as there is *any* source of light in the vicinity (a faint candle in the distance; a small patch of bioluminescent fungi nearby;

Special Powers

the faint biomagickal gleam emanating from many of the typical subterranean Midnight Realm passages; typical outdoors “nighttime” conditions, etc.) Gloom Sight will allow the character to see clearly, and subsequently suffer no CV, Skill Roll, or Attribute Save minuses. Gloom Sight *does not* impart the ability to perfectly perceive the ultraviolet and infrared bands of the spectrum. However, after a full Combat Round of acclimatization, Gloom Sight *does* allow the character a chance to “glimpse” the peculiar emanations associated with those outlying spectral bands with a successful PER Save. (The character with Gloom Sight is effectively “blind” in the infrared and ultraviolet bands, just like a Human is in normal darkness, but can still faintly perceive the subtle outlying bands just as some Humans can almost, but not quite, “see in the dark.”)

Cost: 3 Fate Points.

Note: Absolute or magickal darkness will effectively make the character “blind” in any event.

Note 2: Humans (and several other “surface-dwelling” races) with this power need to look at their family tree. If “Gloom Sight” is not listed as part of the racial “GenPackage,” then it is considered to be “alien” to that race, and thus extremely difficult to rationalize in game terms. However, if the Creator allows the use of “mixed-race” or “half-breed” characters, then it’s acceptable to choose the most advantageous parts of the applicable GenPackages.

IMMUNITY TO DISEASE: This grants the character total immunity to all forms of normal and magickal Disease (see “Diseases” for more info).

Cost: 3 Fate Points.

INFRAVISION: This gives the character the ability to see lower-spectrum infrared light and its associated heat signatures. Typically reptilian in nature, Infravision allows the character to clearly perceive the heat signatures of creatures even if the creature is in total “normal” darkness. It also allows the character to see the “heat tracks” of creatures which have just passed, which can be handy for tracking prey. Bright flame, or huge amounts of heat, will effectively “blind” the character.

Cost: 5 Fate Points.

Note: Take a look at “Gloom Sight” for the warning about Humans who take this power.

INSTANT REFLEX: Allows the character his full normal DV and Saves during a “surprise” type situation. The character will still forfeit his 1st Action Phase, but he’ll be instinctively “defensively ready” to handle whatever’s thrown at him. This is handy for countering all of those innumerable “assassination” attempts.

Cost: 5 Fate Points.

Note: Characters with Instant Reflex are not immune to “Surprise.” They can still be “surprised,” and hence “assassinated.” Instant Reflex just makes them much more difficult to hit during a Surprise situation, and thus much more difficult to “assassinate.” In fact, the negation of the “-10” to all Saves during the Surprise Phase is worth the price alone.

INVENTOR: Characters who are Inventors may, after considerable research, “invent” or “discover” entirely new effects, principles, or maneuvers for skills, magicks, martial arts, etc. The actual mechanics of the inventing (such as research time, possible effects, game implementation, etc.) are left to the Creator’s discretion—though we suggest that the heavier research be treated as high Order “Spell Research” so far as time constraints are concerned. Refer to the section on “Spell Research” for more information on it, if desired.

Cost: 3 Fate Points.

Note: This is absolutely necessary for the character who wishes to tinker with his skills and tweak out some new “effect,” “principle,” or “maneuver” from them. “Inventor” may be purchased at any time.

Fate Point Note: For the Inventor who creates something entirely new, wonderful, and unique that contributes directly to the success of his campaign, that PC may be rewarded with a Fate Point. This is, of course, at the Creator’s discretion.

JACK OF ALL TRADES: This makes the character a tremendously gifted “quick study” who can acquire a new skill or martial arts discipline in $\frac{1}{2}$ the normal TTL. This makes learning new skills or disciplines easier—especially if your Creator is tough on “DT,” or “Down Time,” in between adventures. Thus, while the rest of the PCs may be lucky to pick up only a single new skill or discipline in a given amount of time, yours can learn *two* of them within that given amount of time.

Cost: 5 Fate Points.

Note: The character must meet all prerequisites, if any, for the skill or discipline. The character also must have the applicable “Basic Martial Arts Package” in order to apply this to the martial arts disciplines. Also, since the TTL is basically halved, the training charge, if any, is affected by the reduced TTL.

KEEN HEARING: Hear a mouse on the other side of a noisy inn! Hear that pin drop behind you, and perceive how many angels are dancing on top of it! Count the heartbeat rate of the man who’s trying to sneak up on you! PER Saves which involve the sense of hearing are enhanced by this power.

GovAttribute: PER. **Cost:** 1 Fate Point per Mod.

LINGUIST: This allows the character to pick up any Language skill at $\frac{1}{2}$ the normal TTL for Languages. (This can be combined with Jack of All Trades to yield a $\frac{1}{4}$ TTL!) Linguists can also attempt a Save vs. INT to try to comprehend the basic gist of otherwise unintelligible forms of communication. This is handy for those who don’t wish to rely upon magick to do the translating for them.

GovAttribute: INT. **Cost:** 3 Fate Points.

LUCK: This is an extremely potent Special Power, and should only be chosen if your Creator allows the rules to be bent even more than they’re already bent. Characters who choose this Special Power may, once and only once per Game Session, “make” a perfect roll *without rolling the dice!* They may even choose to “edit” a roll which they don’t find to their liking, provided it’s their own personal roll, and provided they do it immediately after it has occurred.

Cost: 20 Fate Points.

Note: It’s a bit like having a free Fate Point conveniently at your disposal for each and every Game Session, and that’s about what it plays like.

Karma Note: Yes, this can be bought even if you have a horrible “20” in the Karmic Attribute of Luck.

MAGICK SENSE: Characters with this power can actually sense the radiations associated with magicks and with all things enchanted. The character may even sense the quality of the enchantment (if it’s good, bad, weak, strong, or whatever). Range is a standard 10’, though certain magickal radiations may be sensed at much greater distances at the Creator’s discretion. Magick Sense also grants the ability to perceive all Spirits and Spiritual entities within view.

Cost: 5 Fate Points.

Note: If desired, Characters may choose which particular sense they use to detect the magick (sight, smell, hearing, touch, taste, or even a sixth sense, if they desire—though it may be difficult to “taste” a spirit to determine if it’s really there). This is a standard ability for all magick practitioners—part of the “gift” which sets them apart from the uninitiated—as well as for a few rare races and individuals who have potential for the gift of magick. Those rare few who get this power for both their race and profession may choose an additional sense, or may consider their Magick Sense 2X as powerful as normal.

MIND MASTERY: Stray thoughts will not be picked up by casual telepathic or psychic interrogation, and auras cannot be read at all by means of the power “Empathy” or by similar spell effects. The character is extremely resistant to charms, influences, and spells or spell effects that simulate such mental interrogations. In fact, should the character “fail” his first Save vs. these mental intrusions, the character is allowed an *additional* WILL Save to “protect” his mind from any and all such mental intrusions!

Cost: 10 Fate Points.

Note: This is handy for those “Mystic” type characters who wish to remain psychically anonymous.

PERFECT PITCH: Characters with Perfect Pitch can precisely reproduce all tones, notes, and sounds that they have ever heard, and may express this prodigy on their instrument or instruments of choice.

Cost: 3 Fate Points.

PIGMENTARY SHAPESHIFT: This Special Power, common to the Azaar, grants the ability to rapidly alter the color of one’s skin, like a chameleon or cuttlefish. To shift requires 1 Action Phase, and costs no power. It is possible to replicate on one’s own skin virtually any color, shape, or pattern (and to do it almost perfectly if a Perception Roll is made to get it “just right”; an Art Roll would do as a substitute, as well as a few others). As with most “specific” Special Powers, if you’re not Azaar, you should have the Creator’s approval.

Cost: 3 Fate Points.

REGENERATION: This is the ability to regenerate, or to rapidly heal, damage. There are two different grades of “mortal” regeneration:

Basal Regeneration: This “subhuman” ability, shared by several of the races, grants the character the ability to regenerate 1 Hit Point of damage per day over and above any other “natural” healing rates. Additionally, Basal Regeneration allows the character to regenerate lost limbs and appendages (except the head), which will “regrow” at the Creator’s discretion. Basal Regeneration does not allow the char-

acter to regenerate from beyond his normal TOD (Threshold of Death; see “Damage” for more info).

Cost: 5 Fate Points.

True Regeneration: Similar but superior to Basal Regeneration, this allows the character to regenerate damage at the rate of 1 Hit Point per hour, even past the character’s TOD. All immortals possess this ability. (Refer to “The Immortal Rules” for more information.)

Cost: 10 Fate Points.

Note: Any races other than the ones that naturally possess Basal Regeneration and especially True Regeneration must seek Creator approval to take it. They should look at their family tree to find out where that Golgothan, K’ryl, Sauran, or Troll married into the family.

SAVANT: This grants the spellcasting character the ability to perform all of his magickal research and magickal artificing, and learn new spells, in half the normal time. This includes all TTL for spells, all TTM for alchemicals, and any and all applicable magickal research and artificing in which the character engages.

Cost: 5 Fate Points.

Note: This reduces all Spell Research Time in half, and that reduction in time will save the researcher a considerable amount of money.

SEDUCTIVE: Characters with this have that little “something extra” that sets them apart from the norm: charisma and persuasive powers with the opposite sex. This enhances the character’s PRE, making it much easier for the character to “persuade” or “influence” their chosen victims.

GovAttribute: PRE. **Cost:** 1 Fate Point per Mod.

THE SIGHT: Characters with this ability are subject to fairly random, power-free revelations concerning the future. Not that what is seen will definitely come to pass, or even that the character will be able to precisely divine the nature of the revelation. Revelations become clearer and more precise with a combined Mental Attribute Score of 60 or higher (INT, WILL, PRE, and PER). Even with “superhuman” Sight, the visions, though much clearer, may not come to pass precisely as foreseen—the future, once revealed, becomes entirely mutable.

Cost: 10 Fate Points.

Note: The quantity and quality of the visions are left to the Creator’s discretion. This makes for some interesting plot devices.

SIXTH SENSE: Working a bit like Mind Mastery, this allows the character an additional Save or Skill Roll during *all* Surprise situations (see “Surprise” for more information). If the first roll is failed and the character is subject to Surprise, then he instantly gets a second attempt to make the roll. If he fails the second, that’s what Fate Points are for.

Cost: 10 Fate Points.

Note: This is personal only, and will not allow the character to warn or otherwise modify any others’ Saves or Skill Rolls during a group scenario, unless the Creator chooses it.

Special Powers

SPEED DEMON: This adds hexes to the character's CMR. If the character has multiple CMRs (such as for flying or swimming), then simply multiply the character's new Speed Demon-enhanced CMR by whatever factor is normally used to determine the flying or swimming movement rate to arrive at the *new* flying or swimming movement rate.
Cost: 1 Fate Point for each additional hex of CMR.

STATUS: For those who wish to make their lives interesting at very low levels, a Status may be bought. The higher the Status, the more Money, Connections, and Fame the character starts off with.

Well To Do: Starts off with 2X Money, 2 Connections, 2 Fame, and a Creator-approved home.

Cost: 1 Fate Point.

Rich: Starts off with 5X Money, 3 Connections, 5 Fame, and a Creator-approved manor or the equivalent.

Cost: 3 Fate Points.

Very Rich: Starts off with 10X Money, 5 Connections, 10 Fame, and a Creator-approved estate or the equivalent.

Cost: 5 Fate Points.

Titled: Starts off with 100X Money, 10 Connections, 15 Fame, a minor title or position, and a Creator-approved castle or keep.

Cost: 10 Fate Points

High/Royal: Starts off with 1000X Money, 20 Connections, 25 Fame, a major title or position, and a creator-approved palace.

Cost: 20 Fate Points

TACTILE GENIUS: The sense of touch is heightened to superhuman precision. PER Saves which involve the sense of touch are enhanced by this power.

GovAttribute: PER. **Cost:** 1 Fate Point per Mod.

TELEPATHY: Although it is not as potent as the immortal's "Mindtouch" ability, Telepathy allows the character to communicate silently by thought with any other sentient being. Language is a barrier, and for true comprehension, each new telepathic "language" must be picked up, as per the skill. It should be noted, however, that basic "thought pictures" can still be communicated even should the communicants not be familiar with one another's native tongues. Communication range between the telepathic character and another non-telepathic individual is limited to the normal range for verbal communication, while the range between two telepaths is limited to approximately 1 mile per point of WILL of the strongest communicant. Telepathy can be monitored by other telepaths, and "whispering" may be necessary at times to avoid being "overheard." Telepathy can be blocked or nulled by a variety of magickal and mystical effects (refer to the "Magicks" section for more information, if necessary), as well as those of strong WILL (as per "Mind Mastery").

Cost: 10 Fate Points.

Note: The K'ryl and the Nazar Ethan races naturally possess this ability. Any other races who wish to acquire this must have Creator approval.

TEMPORAL SENSE: This annoying little ability allows the character to mentally keep track of time, like a living atomic clock.

Cost: 3 Fate Points.

Note: Combined with a PER and an INT of 16 or higher, the character can actually perceive the ebb and flow of Time itself (and perceive the

comings and goings of entities in the Temporal Stream, which can be extremely interesting.)

TOTAL RECALL: With this potent ability, the character may recall anything which has been personally seen, smelled, tasted, touched, or heard. With a successful INT Save, the character may also recall anything which has been spoken or done by another while in that character's presence.

Cost: 3 Fate Points.

Note: This does not grant characters any unique ability to reproduce magickal scrolls, spells, or spell effects simply by witnessing it and recalling it.

TOUGHNESS: Characters who choose this ability will be able to fight even while at negative Hit Points (all the way down to "0" - their CON score, when they finally die just like everyone else). They can shrug off any and all magickal or physical Stuns and Stun Damage, and they can even ignore the "-10" effects of the Devastating Critical Hit.

Cost: 10 Fate Points.

ULTRAVISION: This ability allows the character to perceive wavelengths higher than the typical Human visual spectrum. Like "Gloom Sight," this allows the character perfect "night vision," even when the nighttime sky is cloudy or overcast. Ultravision also gives the character the bizarre ability to see the brilliant "colors" associated with rather mundane items, such as rocks, flowers, and people. This is very similar to seeing the item's "aura." Magickal darkness will spoil Ultravision.

Cost: 5 Fate Points.

Note: This has the same warnings for Humans as does "Gloom Sight."

Note 2: The full light of the sun may "blind" characters with Ultravision.



SKILLS

SKILLS are disciplines, both mental and physical, that the character acquires through intensive study and training. Unlike many of the Special Powers, which are usually considered “innate” abilities and are bought when generating a character, skills (at least those skills not found in that PC’s GenPackage) may be learned at any time *after* the character begins adventuring. These new skills may be learned provided that: the character has the prerequisite Attribute Mins (if any Mins are required); the character has the “game time” (the time as measured in your PC’s world) necessary to acquire the skill; and the character has the necessary monetary funds with to pay for his training (when and *if* payment for training is applicable).

Skill Cost: Skills do not cost Fate Points to learn. Skills “cost” time—actual “game time” must be taken out by the character in order for him to acquire the new skill—and sometimes skills cost your PC money when he must actually pay for his training.

Monetary Cost: Sometimes, your PC can actually bribe, bamboozle, or coerce a fellow PC, a kindly NPC, or perhaps even one of his own Connections, into training him in a skill for “free.” If your PC is so fortunate, then there’s no reason for him to shell over a single Zengaran Silver Star to pay for his training. If your PC is unfortunate enough not to know any fellow PCs, then your PC will probably have to pay for his training. We suggest the following prices:

Training Cost (all “X weeks -” Skills) = 1,000 Stars per week
Training Cost (all “X hours -” Skills) = 100 Stars per hour
Weapon & Shield Training Cost = 100 Stars per day
Party On! = cost of intoxicants

Since most training requires a time of “X weeks - 1 week per point of X Attribute,” this is a fairly simple formula. Simply charge the PC 1,000 Stars for each week that he spent in training (or whatever the result of the formula is for the other time ranges). If he’s suited for that skill, and he has a high GovAttribute, then he’ll learn it faster than some other character without such good “qualifications”—and he’ll pay less to learn it.

Where Do I Learn Skills? Either from fellow PCs or kindly Connections (who may not even charge you for learning them), or from your local “Fighters’ Guild,” “Thieves’ Guild,” “Sages Guild,” or “Magick Guild.” If your campaign is set on the world of SenZar, then the best place to learn new skills is in Zengara, the Forever City, where anything can be had for a price. The Collegium is in Zengara, and courses on just about every skill are taught there. Also, private tutors may be found in Zengara, who may or may not cut your PC a deal. If you’re not in Zengara, just about any of the “bigger” cities will offer either courses or tutors, if the price is right.

TTL (Time To Learn): This is the amount of “game time” that it will take for your character to pick up, acquire, or learn a skill. TTL assumes an all-out “crash-course” in the skill. TTL also assumes that the character is previously “trained” within a profession; that is, the character is *not* your typical “non-leveled, non-professional,” but is instead a mighty, “professional” or even post-grad type of achiever who can learn the new skill in record time.

Normally, TTL is based upon the GovAttribute for the skill. The higher the character’s GovAttribute is, the less time it will take for that character to learn the skill. Only 1 skill may be learned at a time (the decreased TTL reflects this “crash-course” type of mentality). Multiple skills may be learned simultaneously—but only if the PC has the “Jack of All Trades” Special Power.

TTL may be “carried over” from adventure to adventure. For instance, if your PC spends a few weeks training for a skill, and then is interrupted by an adventure, then after the adventure he can simply “resume” his studies at the point he left off. At the Creator’s discretion, some of the TTL’s for the skills may even be “carried over” during the adventure (like the “Weapon Training” or the “Language” ones, for example).

Note: Don’t fall over backward if some of the TTL’s seem just a bit too “quick.” Many of them are. This may not reflect “reality,” where it may take us “mere mortals” years to learn just one of these skills. But in a “fantasy world” campaign setting it’s quick and to the point, with just a trace of “reality” so that we notice the contrast.

“GovAttribute 20+”: Many of the TTL’s are geared to a “20 or below” GovAttribute. If, for some bizarre reason, your PC winds up with a “negative” amount of time in TTL, then by all means consider the TTL as the absolute minimum TTL possible. (The final decision on the true TTL will be up to the Creator.)

TTL & Down Time: If your Creator is using the optional “DT,” or “Down Time,” rules, please take all TTL’s with a liberal grain of salt. (It’ll be up to your Creator to decide *exactly* how much time it takes to learn the skill.)

Skill Rolls: To make things fairly simple, skills are considered to be “governed” by a particular attribute (such as Acrobatics being “governed” by the DEX Attribute). The Skill Roll, or chance of successfully performing that skill, is considered to be exactly the same as the Save for the attribute which “governs” that particular skill. (The Attribute Saves, of course, may be found on “The Master Table.”)

Example: Roger the Rogue, who has a DEX of 15, has just learned Acrobatics. Thus, his Skill Roll for Acrobatics is considered to be the same as his Save for his DEX Attribute of 15, which is a mighty “6” or higher on a d20.

Note: If Roger the Rogue’s DEX score ever increased (or decreased) and his Save changed, his Acrobatics Skill Roll would follow suit. Any other modifiers, magickal or otherwise, that changed Roger’s DEX Save would “govern” his Acrobatics Skill Roll similarly.

“Skill vs.” Rolls: Sometimes the success of one’s Skill Roll is based upon “matching” or “topping” another’s relevant Skill Roll or Attribute Save. The one who “makes” his Skill Roll by more points (or the “victim” who “matches” or “tops” the “aggressor’s” Skill Roll) wins the contest.

Example: Roger the Rogue is trying out his “Pickpockets” skill on his companion, Wundarr the Warrior. The “Pickpockets” skill calls for a Skill vs. Skill Roll of the character’s skill vs. the victim’s PER. Roger’s “Pickpockets” Skill Roll is a “6” or better, while Wundarr’s PER Save Roll is a “10” or better. Roger rolls a d20 first, since he’s attempting the snatch, and he rolls a “14,” or “8” places better than he needed to perform the snatch. Wundarr, as unskilled in PER as he is, must roll “8” places or better than the minimum of “10” necessary to make his “normal” PER roll, in order to catch Roger in the act. Poor Wundarr must roll an “18” or higher on a d20, but rolls only a “16.” Good enough for Wundarr to make his “normal” PER Save, but *not good enough* for Wundarr to catch Roger in the act.

Skill Roll Mods: For those who can never hoard enough, Skill Roll Mods, or “modifiers,” give you better adjustments to your Skill Rolls. In effect, “Mods” move the Skill Roll *down* the “governing” Attribute Save column in “The Master Table” one step for each Mod acquired.

Example: Roger the Rogue isn’t exactly thrilled with his mighty “Pickpockets” Skill Roll of “6.” Roger knows his Pickpockets Skill Roll is governed by his DEX, which is currently the Human GenMax of 15. Instead of patiently waiting and saving up enough Fate Points so that he can increase his DEX to 16, Roger decides to satisfy himself immediately and acquire a “Mod” for his Pickpockets skill. This requires an additional 24 weeks - 1 week amount of Down Time (the time necessary to “learn” the Pickpockets skill in the first place). At the end of this DT, Roger’s Pickpockets Skill Roll, with his new +1 Mod, now is “5.”

Great Example: Roger can acquire up to 5 Mods for his Pickpockets Skill Roll, so he learns all 5 of them. Now, instead of suffering through a “6” for his Pickpockets Skill Roll, Roger’s 5 Mods now effectively move his Skill Roll down the DEX Save column by 5 places—from a “6” to a whopping “0.05”!

% Note: Now Roger gets to roll his Pickpockets Skill Roll on d100, or percentile dice. While most folks are still stuck with making their rolls on d20s, the devious Roger now can make his Skill Roll by up to “95” points!

Acquiring Mods: Each 1 Mod requires 1 additional TTL session, complete with all applicable training costs. Mods may be acquired during any DT session, or at any other time with the Creator’s approval.

The Mod Limit: A maximum of 5 Mods may be acquired for each skill.

The “Master”: Those characters who achieve a “superhuman” Skill Roll of “0.05” or better can consider themselves a “Master” of their skill.

The “Loon”: Characters with attributes of “20” or higher who have multiple “Mods” could, theoretically, achieve a Skill Roll of

“*” in their skill. Minuses to the Skill Roll will, of course, affect the Skill Roll normally, moving the governing Save up on the chart. Only those rare few who possess a *natural* “100” in their governing attribute will keep their “*” in this case. Please note, however, that no additional “Mods” or attribute increases will make the “*” Skill Roll any more insane than it already is. And in the unlikely event that both contestants in a Skill vs. Skill Roll have asterisks, simply have both of them roll a single, unmodified d20 each, with the high roll the winner.

SKILLS, SKILLS, AND MORE SKILLS...

ACROBATICS: Acrobatics is a composite skill with many different facets.

Acrobatic Dodge: Characters may, if so willing, make an “acrobatic dodge” while in combat, provided they have an Action Phase in order to do so. While a DEX Save will normally allow a dodge which will cause 1 attack to miss, the Acrobatic Dodge, if successful, will allow the character to dodge *all* attacks made on him for that particular Phase (except for attacks which cover an AOE, which the character can still avoid if he can dodge himself clear of it). And, at the higher skill Mods, the Acrobatics Skill Roll will actually make it easier to dodge than a DEX Save would.

Balance: Characters may traverse at will any beam, rope, or passage which is at least an inch in diameter. A Skill Roll is only necessary when the way becomes inclined or declined severely, if the character attempts to move at more than ½ his CMR, if the way is less than an inch in diameter, or if adverse weather (or combat) conditions prevail.

Breakfall: With a successful Skill Roll, characters may break their fall, reducing their damage from the fall by ½. For characters with a “Mod,” if contact with a frictioned surface can be maintained on the way down, then the number of feet fallen is automatically considered “reduced” by a factor of the character’s DEX multiplied by the character’s Mod, if any. The Skill Roll will still reduce this damage by ½.

Leaping: From a standstill, characters with Acrobatics may leap 1X their STR in feet forward, and ½X their STR straight up or backwards. With a Half Move, characters may leap 2X their STR in feet. Vaulting 3X their STR in feet with a Full Move is possible if the character has a suitable prop.

Stunts: Characters with “superhuman” Acrobatic Skill Rolls (those equivalent to “0.05” or better, that is) can, if so inspired, perform seemingly ridiculous acrobatic maneuvers while in the heat of combat, such as fighting without penalty while balancing on a tightrope, or vaulting over someone’s head and attacking them from behind (by surprise?) on the way down, etc. Be creative, but remember that these maneuvers will still take Action Phases to accomplish.

GovAttribute: DEX. **TTL:** 28 weeks - 1 week per point of DEX.

ACTING: The skill of Acting is a composite of several related thespian skills.

Deception: The actor may “play the role,” so to speak, and project any emotion or state of mind even though these may be far from the true feelings of the actor. If a successful Skill Roll is made, then those who bear witness have no way, short of employing magick, to see the truth for what it is.

Entertainment: This is the “pure” function of Acting. Whether performing rehearsed roles or impromptu, the actor can elicit nearly any emotion from those who witness the performance. A successful Skill Roll may get the actor free room and board for the night, or sway the feelings of those gathered such that they toss a few coins his way.

Impersonation: This ability allows the actor to “assume the role” of any relatively similar being. With the right props (garb, makeup) and preparation (character study), the actor may pass for the individual being impersonated even under close scrutiny. This is a Skill Roll vs. PER Save. The better the impersonator’s Skill Roll, the better his impersonation, and the harder it is for those duped to divine the act for what it is.

GovAttribute: PRE. **TTL:** 28 weeks - 1 week per point of PRE.

Note: *The Acting skill gives the character familiarity with every facet of stage performance, including the use of makeup, costumes, and props.*

ADMINISTRATION: The Administration skill gives the character the knowledge necessary to run any government, organization, or institution both properly and profitably. Under most circumstances, at the end of the fiscal year, the net profit of the organization in question is considered to increase by a percentage equal to the number of points by which the character makes his Skill Roll.

GovAttribute: INT. **TTL:** 24 weeks - 1 week per point of INT.

Note: *Proper administration of any body, whether public or private, will tend to diffuse insurrection and rebellion before such acts are even considered. Those without the Administration skill are more than likely doomed to see their kingdoms go broke, become insolvent, or even have their citizens rebel against them.*

AERIAL COMBAT: This skill allows the character full, proficient use of his combat/spellcasting capabilities while hovering, flying, dive-bombing, or performing any other logical aerial combat maneuver. Those who have it are fully proficient while in flight; those who don’t suffer from the standard “nonproficiency” penalties while attempting to perform aerial combat/spellcasting. Though this skill is generally racially-specific, it is not uncommon to find some non-flying characters who possess it, simply because they don’t want to suffer from nonproficiency penalties while performing aerial combat or spellcasting.

GovAttribute: DEX. **TTL:** 20 weeks - 1 week per point of DEX.

AMBUSH: The Ambush skill is a composite of several similar functions.

Camouflage: This allows the character to conceal his presence by means of “blending” into the natural surroundings. The “camouflage” may be applied to those who do not possess this skill. Camouflage is a Skill Roll vs. PER.

Detection: The character may attempt to perceive any ambushes which have been set up in his vicinity. Detection is a Skill Roll vs. Skill Roll.

Traps: This familiarizes the character with the art of setting booby traps, snares, or pitfalls. This is Skill Roll vs. the victim’s PER. Conversely, the character may also attempt to *disarm* any perceived traps, snares, or pitfalls. This is a Skill Roll vs. Skill Roll. The “time” involved in affecting any of the above sub-skills is left to the Creator’s discretion.

GovAttribute: PER. **TTL:** 28 weeks - 1 week per point of PER.

ANIMAL TRAINING: The Animal Training skill enables the character to train nearly any known “normal” animal, and even to train creatures of the “magickal” variety. From garden-variety slugs to gigantic slaving dragons, the Animal Training skill will allow the character to attempt a Skill Roll vs. the creature’s PRE in order to establish a “bond” with the creature. Once this bond is established, the character may begin the training of the creature. Each training task will take about 1 day to master, though the more intelligent creatures may, of course, master their tasks much more readily. Creatures are limited to learning 1 task per point of INT which they possess.

GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of PRE.

APPRAISE LOOT: This skill allows the character to assess the current “street” value for any and all “loot” which he may examine. Gems, jewelry, paintings, weapons, sundries, even “magick” items may be appraised to an extremely fine degree of accuracy by the character with a successful Skill Roll. This is handy when it comes to converting your hard-won hoardables to cash with those greedy merchants.

GovAttribute: INT. **TTL:** 20 weeks - 1 week per point of INT.

ART: Characters who possess the Art skill are endowed with an innate gift for producing works of extreme beauty and singular craftsmanship. Those who choose this skill may select any 1 art form (such as painting, sculpting, weaving, etc.) to master. Once a “superhuman” Skill Roll has been established, the character may consider himself a “Master” of that particular art form, and may earn a comfortable living from the sale of his works.

GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of DEX for each art form.

Note: *Mods must be purchased separately for each different art form.*

ASTROLOGY: Astrology acquaints the character with the stars, the constellations, the 13 houses of the SenZar zodiac and the remainder of the heavenly bodies. With a successful Skill Roll, the character may use his stellar knowledge to predict any number of heavenly events (such as eclipses, the passage of comets, and planetary conjunctions). Astrology may be used to cast the horoscope of a being, provided that the place and date of the being’s birth are known. A general outlook for one’s immediate future (not a certain destiny, of course) may be obtained through this painless process. A “Master” may, of course, yield some extremely accurate results from his horoscopes, and, as such, they are highly valued as courtly advisers in many of the known lands.

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

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BOWYER: The Bowyer skill gives the character the ability to manufacture any type of bow with which he is familiar. If the Bowyer has no experience with the bow in question, then there is very little chance of him constructing one of that type, unless he has the "Inventor" Special Power (which he can use to attempt to "invent" the new bow), or unless he is presented with a bow of that type to study. A successful Skill Roll means that the bow has been properly constructed. Manufacture time is left up to the Creator for all "normal" bows (usually just a few hours or a few days). Constructing bows with unusual materials and the time involved for that type of creation is covered in the "Exotics" section. The Bowyer can also manufacture the arrows and bolts that the bow fires, with the same restrictions as the manufacture of the bow itself.
GovAttribute: DEX. **TTL:** 20 weeks - 1 week per point of DEX.

BOXING: Boxing is the art of basic unarmed combat. While inherently inferior to the Black Wyrms or Shy'R martial arts techniques, Boxing does allow the non-martial arts skilled PC an opportunity to express himself in unarmed, close-quarter combat. The character may consider himself "skilled" in unarmed combat, and may strike without penalty for normal damage with a **Jab, Cross, Hook, Uppercut, Body Blow, or Headbutt**. Characters may attempt to **Parry** an unarmed blow struck against them without penalty as well. Once per Combat Round, a character may launch a **Haymaker** for +1DC.
GovAttribute: STR. **TTL:** 20 weeks - 1 week per point of STR.
Note: There are no Mods per se for Boxing, though practice makes perfect.

BS: Truly an entertaining skill, the "BS" skill gives the character the ability to bamboozle, confuse, and deceive all who hear with a contortion of the truth. With a successful Skill Roll vs. the INT of those who hear, the character may convince those poor souls of the absolute veracity of his words.
GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of PRE.

CLIMBING: Climb those forbidding castle walls, scale that towering cliff face, or cling even to the sheerest surfaces (if you're good enough, that is). Handy for those "skulking" type classes. The Skill Roll is made at the midpoint of the climb, and made additionally each and every time the character is attacked or otherwise gravely disturbed while still in the act of climbing.
GovAttribute: STR. **TTL:** 20 weeks - 1 week per point of STR.

COMMAND: The Command skill grants the character the knowledge of basic military command tactics and also grants an understanding of the psychology of leading warriors into combat. The character with this skill may enlist, recruit, or forcefully press into service any individual or group of individuals who fall sway to his booming Commands. Those with the Command skill may issue orders as if making a "Mass PRE Attack." Those who hear (unless they are diametrically opposed to such a command) must obey if they fail the Skill Roll vs. PRE Save. Combine this with "Oratory" for some real fun.
GovAttribute: PRE. **TTL:** 28 weeks - 1 week per point of PRE.

CRYPTOLOGY: This sage skill enables the character to encrypt or decipher obscure codes, scripts, handwritings, and inscriptions. Characters may apply their Cryptology skill to decipher alchemical, magickal, and mystical writings, though without the appropriate magickal training, they will not be able to "use" the magick. This is handy for many of your typical "physical" dungeon riddles as well. The character must make a successful Skill vs. Skill Roll against the person who encrypted the work in order to decipher the work. Characters with this skill may automatically encrypt their works, and this encryption is considered to be at their Skill Roll with regard to any attempts to decipher it.

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

DEEP ENGINEER: The Deep Engineer skill, typically Khazak in origin, grants the character knowledge of the legendary "Great Tables of Jhed," which contain the many geographical and geomorphical oddities of the Midnight Realm. With a successful Skill Roll, the character may detect even the slightest change in grade of a path, may detect the incongruities of "secret" or "trap" doors, and may accurately gauge the general depth and location of his current whereabouts.

GovAttribute: INT. **TTL:** 36 weeks - 1 week per point of INT.

Note: Those who possess this skill will be extremely difficult to deceive with the typical "dungeon" type physical tricks and traps, as their Skill Roll is normally called for prior to the springing of the tricks and traps.

DIPLOMACY: Those who possess the Diplomacy skill may consider themselves at ease with the manifold wiles, schemes, and intrigues of the courtly lifestyle. Typically defined as a "civilized" and "genteel" art, Diplomacy is, in truth, the exercise of the Machiavellian art of gaining what you want out of a situation by making a graduated series of concessions to the party opposing you. Characters with Diplomacy may use their Skill Roll as a modified Presence Attack.

GovAttribute: PRE. **TTL:** 24 weeks - 1 week per point of PRE.

EXOTICS: This sage skill grants the character a full working knowledge of the various armor types, DCs, and all special powers associated with all known "Exotics." This is absolutely essential to acquire before Smithing, Artificing, or otherwise working with or enchanting the Exotics.

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

FIRST AID: Characters with this skill may apply immediate non-magickal care to themselves or to their fellows. They may attempt to staunch the flow of blood from a wound, immobilize a broken limb or set a broken bone, or even resuscitate a heart attack or drowning victim. This comes in handy when dealing with "Critical Hits" and their insidious effects. First Aid also comes in handy when trying to save someone who's lingering on "Death's Door," or at negative Hit Points. A normal Skill Roll will effectively deal with any "positive Hit Points" situations. With the "negative Hit Points" situations, however, a Skill Roll must be made at a -1 for every Hit Point below 0 in order for the First Aid to be successful. Success in this latter case will stabilize the victim at 0 Hit Points. First Aid may be attempted on each and every Action Phase

which the character possesses, either until the character is successful in administering the First Aid or the victim is dead.

GovAttribute: INT. **TTL:** 24 weeks - 1 week per point of INT.

FORGERY: Forgery is the art of counterfeiting documents, notes, papers and coins, and reproducing signatures or seals. Language is no barrier for a highly skilled forger, though the reproduction of magickal scripts and functional scrolls is next to impossible if the forger is not a spellcaster with the appropriate magickal skills. With the proper media with which to work his art, the forger will, given enough quality time, be able to reproduce even the most complex items.

GovAttribute: DEX. **TTL:** 24 weeks - 1 week per point of DEX.

Note: The time and/or difficulty modifiers are left up to the Creator to decide.

GAMBLING: Characters with the Gambling skill are considered to be intimately acquainted with games of chance and the art of “playing the numbers.” When competing head to head in a game of chance, gamblers get a Skill vs. Skill Roll against other gamblers (or a Skill vs. PRE Roll against non-gamblers). The one making his roll by the most points wins the game, unless, of course, some party is “cheating.” If the gambler is paying attention, he may call for an additional Skill vs. Skill Roll against the “cheater” to detect any “rigs” in the game; then it’s up to the gambler to take the possibly bloody matters into his own hands.

GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of PRE.

HEALING ARTS: Those with the Healing Arts are familiar with the methods of concocting non-magickal healing salves, ointments, unguents, and potions from common mundane ingredients. They are familiar with and may diagnose common diseases and ailments with a successful Skill Roll, and may treat these accordingly with another Skill Roll (to prepare a remedy, or to set a course for recovery from the ailment). Skill Rolls and recovery times will vary according to the ailment or disease in question, as per the Creator’s discretion (see “Diseases” for more info).

GovAttribute: INT. **TTL:** 36 weeks - 1 week per point of INT.

HORTICULTURE: Horticulture intimately familiarizes the character with the knowledge of plants, herbs, trees, etc., and with the delicate science of growing, maintaining, and cultivating crops. Successful Skill Rolls mean that you can identify any known plant life, and also that you can grow any known plant. As a master, you can begin hybridizing your own crops!

GovAttribute: INT. **TTL:** 24 weeks - 1 week per point of INT.

INTERROGATION: Interrogation is the wicked art of extracting information from a victim by means of psychological tricks and/or physical abuse. A successful Skill Roll vs. the victim’s WILL means that information is extracted, though the quantity (and quality) of the information is left to the Creator to decide. Failure of any Skill Roll means that the interrogation has reached a dead-end for the moment, and that some “down-time” must be taken before attempting to extract any more info. Alternately, if physical abuse is the method of interrogation, failure may indicate that the victim has died.

GovAttribute: PRE. **TTL:** 24 weeks - 1 week per point of PRE.

Note: If they are employed, magickal means may influence the Skill Roll.

JEWELER: This skill enables the character to fashion gems and precious metals into works of art. Jewelers may determine by simple inspection whether or not a gem or a piece of jewelry is genuine. With a successful Skill Roll, they may also determine the approximate number of carats of a precious stone, and hence its value. With the proper tools, the Master Jeweler may even attempt to work with Exotics (specifically the Power Stones) to produce items which may “hold” magick. Refer to the “Bowyer” skill for the particulars of this skill, for they work similarly.

GovAttribute: DEX. **TTL:** 24 weeks - 1 week per point of DEX.

LANGUAGES: Each different race on SenZar has its own unique language. (For the specifics on which languages are available, please refer to the “Languages” section. Silent Speech is considered a Language.) There are two basic levels of Language skill which the character may acquire with each particular language.

Level 1: Basic conversational and Reading/Writing skills, with accent if not native tongue. **TTL:** 20 weeks - 1 week per point of INT.

Level 2: Totally fluent and idiomatic conversational skills, no accent if not native tongue, with advanced Reading/Writing skills. **TTL:** 36 weeks - 1 week per point of INT.

Note: Yes, we’re assuming that every single person with a language of his own can read and write. Truthfully, most “common” folks in the typical PRPG game setting can’t.

Note 2: There are no Mods, no specific GovAttribute (except for the INT modifier in the “TTL” category), and no Skill Rolls. The Creator may add them, if desired.

LEGERDEMAIN: Legerdemain, otherwise known as “Sleight of Hand,” is a non-magickal exercise of misdirection which accomplishes seemingly magickal results. With the right props (or with properly prepared sleeves), the character may reproduce any common “stage illusions,” such as conjuring objects “out of thin air,” or vanishing objects in a similar fashion. The character may, if bold enough, even attempt to “vanish” something right out from under a victim’s nose. This requires a Skill Roll vs. the victim’s PER. If the Skill Roll is successful, and if the victim is extremely gullible, then there is every chance that victim may be “convinced” that the “vanished” object may indeed be “gone.”

GovAttribute: DEX. **TTL:** 24 weeks - 1 week per point of DEX.

LIP READING: This skill gives the character the ability to “read” any words spoken provided the character can see the lips of the person doing the speaking—and provided the character is familiar with the language being spoken. A successful Skill Roll means that the character has gleaned the entire “visible” conversation.

GovAttribute: PER. **TTL:** 20 weeks - 1 week per point of PER.

LOCKSMITH: Characters with this skill are experts in the art of “cracking” locks. Any non-magickal device which bars entry is considered a “lock,” and the Locksmith will have a chance (however small that chance may be) of cracking it, provided he has the proper tools, or lockpicks. A successful Skill Roll vs. either the Skill

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Roll of the Locksmith who made the lock, or the “Difficulty” of the lock itself (which is probably easier to work with), means that the character has cracked the lock.

GovAttribute: INT. **TTL:** 24 weeks - 1 week per point of PER.

LORE: The Lore skill encompasses the various “sage knowledge” skills. This skill may be broken down into five different sub-skills: Ancient Lore, Divine Lore, Legend Lore, Natural Lore, and Pit Lore. Unlike, say, Acrobatics, which also has individual sub-skills, each separate Lore sub-skill must be learned separately.

Ancient Lore: Sages with this skill may consider themselves to be expert historians, able to access nearly every significant (and insignificant) fact concerning the history of SenZar, its many races and cultures with a successful Skill Roll.

Divine Lore: Knowledge of the many gods and their associated heavens, planes, spheres of influences, worshipers, and practices. Successful Skill Rolls will reveal possible powers, stats, or magickal abilities of the divine.

Legend Lore: Knowledge of myths, magickal legends, stories, and tales. Successful Skill Rolls may shed some clues upon the nature, name, or powers of magickal or unique items.

Natural Lore: This is the study of all things living, magickal or otherwise. Successful Skill Rolls will enable the character to make a firm assessment (some stats, abilities, or powers) of an animal, plant, monster, or particular species of humanoid.

Pit Lore: This is a kinder term for “demonology.” Successful Skill Rolls will grant the character knowledge of things demonic and wicked (as per the Natural Lore above).

GovAttribute: INT. **TTL:** 36 weeks - 1 week per point of INT, per each different category of Lore.

Note: Those with any particular Lore skill may consider themselves as living libraries of information, and successful Skill Rolls will allow the character access to these treasure troves of trivia. Once presented with a question concerning a specific hero, a great deed or quest from the past, or the properties of a creature or magick item, the character may attempt a Skill Roll to summon forth the information. Naturally, the better the Skill Roll, the better is the quality and quantity of information received.

Note 2: Considering that the difficulty of the topics will vary, the Creator has the option of calling for modifiers to the Skill Roll whenever it is deemed appropriate. Sometimes the information received may not prove to be absolutely, totally correct in the final analysis. History, as we well know, is not always totally accurate.

“Lore, Other” Note: Feel free to add any additional categories as you see fit (like “Terran Lore,” “Atomic Lore,” or even “Space Lore”) if the situation presents itself.

MAPPING: Ever wonder how the dungeon mapping was done in all those other campaigns? Well, if you’re the one who chooses Mapping, then you’ll probably find out soon enough for yourself, for only those with this skill may successfully “map out” an environment without totally confusing the matter (and dooming their entire party to a slow, agonizing death in the process). The Mapping skill also gives the character familiarity with interpreting any and all maps and map forms, provided a successful Skill Roll is made.

GovAttribute: INT. **TTL:** 20 weeks - 1 week per point of INT.

MEDITATION: Characters who acquire the Meditation skill are able to calm their minds to an extremely pacific state of being which very much resembles a conscious “dream state.” The character may choose to substitute Meditation for a normal sleep cycle, and in this state (if the Skill Roll is successful) the character, even while “resting,” is considered to be wide awake (and much more difficult to surprise than if he were sleeping). Failure indicates that the character has “zoned off,” or fallen into an actual sleep state. Each additional sleep cycle substitution after the first without a break to actually “sleep” incurs a cumulative -1 to the Skill Roll.

GovAttribute: WILL. **TTL:** 28 weeks - 1 week per point of WILL.

MIMIC: Mimic allows a character to duplicate almost any voice, noise, or sound effect possible! Dupe that Evil High Priest’s servants into believing that it’s *his* voice commanding them to surrender! With a successful Skill Roll the character can produce a virtual reproduction of any noise, speech pattern, accent, or other vocalization that he has heard.

GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of PRE.

MOUNTED COMBAT: The art of Mounted Combat enables the character to fight while mounted on his steed of choice *without* any combat penalties. (Those without Mounted Combat who attempt to fight while mounted will incur a “nonproficiency” penalty.) This skill also familiarizes the character with the art of selecting and placing the proper bardings on his steed.

GovAttribute: DEX. **TTL:** 20 weeks - 1 week per point of DEX, per category of Mounted Combat.

Note: Those who wish to purchase Mounted Combat must first purchase the “Riding” skill for their specific category of steed.

MUSIC: With the Music skill, you can play with the best of ‘em. Choose your instrument (Voice, Pipes, Harp, Lute, Guitar, 7-String, Drums, Keyboards, etc.), buy the skill, and then add a few Mods to really get things going. Immortalize your companions and yourself in song or verse, even if you’re all still only 1st level! A “Master” can even attempt to pull off a “Mass PRE Attack” with a successful Skill Roll! Influence their emotions, earn a living for yourself, or even compete with fellow aspiring Bards for fun, prizes, or for the pure thrill of danger.

GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of PRE, per instrument.

Note: Mods must be taken separately for each musical instrument.

NAVIGATION: Navigation is the science of reckoning one’s location by reading the signs of the sea and stars. Using maps, compasses, sextants, astrolabes, and even dead-reckoning by sight alone, the navigator may pilot his ship without fear of becoming lost at sea. Skill Rolls are only necessary *under extreme circumstances*, such as after a storm, or while under other adverse conditions. This skill may also be used while on land or in air.

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

ORATORY: Oratory is the art of emotional influence by means of speech (and, in many cases, its accompanying body language). Characters with this skill may attempt to invoke sympathy for their cause from those who witness; they may attempt to incite extreme emotional responses from those who pay heed to their harsh invective.

tives; or they may attempt literally to spellbind or fascinate an audience by means of their incredible storytelling skills. The Skill Roll is vs. the WILL of those individuals who hear.

GovAttribute: PRE. **TTL:** 28 weeks - 1 week per point of PRE.

Note: *Oratory isn't magick, but it's close. Those who are naturally sympathetic to the orator's cause will be subject to automatic influence, while those who are diametrically opposed to the words (such as "good" Dragonslayers trying to convert "evil" Sentinels) will automatically counter the influence.*

PARTY ON!: Yes, as ridiculous as it sounds, there is a skill called "Party On!" Those fortunate few who have this skill can "party on till dawn" and generally impress any sentient entities with their ability to "consume mass quantities" and still keep functioning as if totally sober. The "Party On!" skill gives the character a Save vs. CON to resist (but not to dispel, as that would be counter-productive) the insidious effects of *any and all* intoxicating substances. Adding some Mods makes the Save even more impressive.

GovAttribute: CON. **TTL:** 20 Nights of Partying - 1 Night of Partying per point of CON.

PICKPOCKETS: This skill enables the character to surreptitiously snatch an item or object from an unwitting victim by means of stealth, speed, and misdirection. If the pickpocket is bold enough, he may even attempt to use this skill to snatch an object or item which is "in the open," or to "snatch" and immediately "replace" any snatched object or item with a similar object or item (the "snatch and replace" option takes 2 Skill Rolls, and thus, 2 Action Phases to accomplish). Pickpockets requires a Skill Roll vs. the victim's PER.

GovAttribute: DEX. **TTL:** 24 weeks - 1 week per point of DEX.

QUICKDRAW: This fearsome martial arts maneuver allows the character to rapidly draw, ready, or bring to bear any weapon in his arsenal, provided it is readily available. Quickdraw must be learned separately for each and every different weapon to which it is applied. Quickdraw is useful for Assassin-type characters, who can and *will* employ it at times to necessitate a surprise attack.

GovAttribute: SPD. **TTL:** 24 weeks - 1 week per point of SPD, per weapon.

Note: *Those with Quickdraw may draw their weapon and attack in the same Action Phase with no penalties. Those without this skill must suffer a "Nonproficiency" penalty in their initial "weapon-drawing" Action Phase.*

RIDING: The Riding skill familiarizes your character with the many subtleties of keeping yourself in the saddle. Skilled riders will not be subject to saddle sores, nor to the physically and mentally draining effects of staying in the saddle all day. Characters with this skill know how to maintain their trusty steeds (livery and equipment), and will know the limits of "pushing" their steeds without killing them.

GovAttribute: DEX. **TTL:** 20 days - 1 day per point of DEX, per each Riding category.

Note: *Each different Riding "category" (such as Horses, Wyverns, Dragons, etc.) must be purchased separately.*

SCRIBE: The art of the scribe is no mere "lowly" art. The Scribe skill is most handy when it comes to copying spells and various other magical writings into spell books and scrolls. The Skill Roll is made at the end of the scribing process. Failure means that the spell or writing has been inaccurately reproduced and thus ruined, and the procedure must be attempted again. A "Total Failure" will trigger the spell or spell effect.

GovAttribute: DEX. **TTL:** 24 weeks - 1 week per point of DEX.

Note: *To inscribe Master Spells (those higher than 7th Order), one must be a "Master."*

SIEGE WEAPONS: This skill gives the character a working knowledge of construction and implementation of the various weapons used in laying a classic medieval siege. They are considered totally proficient with any and all siege-type devices, including the "Weapons of Mass Destruction," and they incur no combat penalty when employing them. Those with this skill may consider themselves "engineers" or "sappers."

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

SILENT SPEECH: Refer to the Language skill.

SMITHING: Characters with the Smithing skill are intimately familiar with the workings of the hammer, anvil, and forge. With the proper materials, they may create armor, weapons, and even the more mundane workings of the smith, such as horseshoes, goblets, and dishes. Please refer to the "Bowyer" skill for more information on the specifics of Smithing, and for working with "Exotics."

GovAttribute: DEX. **TTL:** 24 weeks - 1 week per point of DEX.

SON OF THE MOUNTAIN: This skill, typically Khazak or Khobold in origin, familiarizes the character with the many geologic treasures of the earth. A successful Skill Roll will allow the character to assay his general surroundings to determine its general mineral content and to ascertain the general type, location, depth, direction, quantity, and quality of the materials with superior Skill Rolls.

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

STALKING: Stalking is the art of tracking prey. The character may select an individual or group to work his craft upon, and may track them to the ends of the earth if he is skilled enough. This art allows the character to read the signs of the trail, note the age of the signs, and evaluate the general distance and direction to the intended prey. Skill Rolls may be called for if the quarry changes its direction and/or tactics.

GovAttribute: PER. **TTL:** 36 weeks - 1 week per point of PER.

STEALTH: Stealth is the art of moving silently or concealing one's self from others. Normally, once the character assumes Stealth Mode, no Skill Roll is necessary until: someone actively searches for the character; the character moves across "noisy" terrain; the character attempts to move at more than ½ CMR; the character attempts to draw or grasp a weapon or item; or if the character attempts to attack or cast magicks.

Skills

Each of the Skill Rolls, except for the final “attack” one, is a simple “if you succeed then you are still in Stealth Mode” event. If you fail one of these Skill Rolls, then you are no longer in Stealth Mode, and anyone who is nearby or actively searching gets a PER Save to determine if they can perceive you. For the “attack” category, a Stealth Skill Roll vs. the victim’s PER must be made to keep the Stealth in effect (and thus, the effects of “Surprise”; see the “Combat” section for more information). Failure means that your bumbling attempts have been discovered, and that combat will most likely soon follow.

GovAttribute: DEX. **TTL:** 36 weeks - 1 week per point of DEX.

STREETSPeAK: Refer to the Language skill.

STREETWISE: Streetwise is, effectively, the Diplomacy skill of “the streets.” Characters with this skill will be intimately familiar with the workings of the seamier side of life, and will be able to exploit many sources of information and trade which normally would be considered “off limits” to those of refined sensibilities.

GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of PRE.

SURVIVAL: A character with the Survival skill may eke out a sustenance level of existence in even the most adverse climates and field conditions—*indefinitely*. The Survival skill allows the character to “live off the land,” find or build shelter, and even obtain small game if at all possible. Each different “survival package” must be purchased separately. Some possible survival package options are Desert, Mountain, Jungle, Arctic, etc.

GovAttribute: INT. **TTL:** 24 weeks - 1 week per point of INT, per survival package.

SWIMMING: Those who can, can. Those who can’t, drown. Drowning takes 1 Phase for every point of CON. Holding one’s breath, however, will forestall this for 1 Combat Round per point of CON.

GovAttribute: DEX. **TTL:** 20 hours - 1 hour per point of DEX.

TACTICS: This grants the character the knowledge of advanced military battlefield tactics, enabling him to place his units (men, monsters, siege weapons, etc.) on the battlefield with optimum efficiency. For purposes of mass combat on the battlefield, this enables the character to read the signs of the battlefield, anticipate the actions of his opponent, and prepare his own forces accordingly. If desired, for every 1 point by which the character makes his Skill Roll, his units will be able to engage and conquer 1X their own number in combat. For example, if the character makes his roll by 2, then his 1,000 foot-soldiers will be able to engage and conquer 2,000 of the opponent’s foot-soldiers. If facing an opponent with this skill, a Skill vs. Skill Roll will determine the multiples, if any, to be employed. A Skill Roll may be called once for the entire combat, or on a per-unit basis.

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

Note: Though this is a quick and easy way of determining mass battlefield combat scenarios, the Creator always has the option of making the Player actually set up his Character’s units and play the engagement out to its fullest. The Creator also has the option to apply a healthy dose of Common Sense, too.

Note 2: When used in conjunction with “Command” (or any of several other skills and/or magicks), the Creator may wish to add a plus or two to the Skill Roll.

TECHNO SKILLS: These are the skills for those whose campaigns stray into the high-tech realms (such as many “Immortal” campaigns). They are typically available off-world, or when taught by NPCs or PCs who have been off-world. The following Techno Skills detail a few of the many possibilities: Computer Science, Zero-G Combat, Multidimensional Physics, Driving, Combat Driving, Pilot, Nuclear Science, Biology, Genetics, etc. Feel free to experiment with them.

GovAttribute: INT (for most science-types); DEX (for most physical types); var., at Creator’s discretion. **TTL:** var., at Creator’s discretion.

THEOLOGY: Students of Theology may consider themselves intimately familiar with their own professed religion, and familiar with the general practices and procedures of all other “known” religions. This is handy for professions such as Priest, Dragonslayer, Sentinel, and the like.

GovAttribute: INT. **TTL:** 36 weeks - 1 week per point of INT.

TRADING: Characters with the Trading skill will be adept at barter, or the exchange of goods, and will also be familiar with the accepted or “normal” value for items and goods from region to region. Generally, traders cannot be suckered in by greedy merchants who expect exorbitant prices for their goods. Conversely, a character with this skill may take advantage of those who do not possess this skill.

GovAttribute: INT. **TTL:** 20 weeks - 1 week per point of INT.

TRAPS: This handy Rogue skill covers what the “outdoors” skill, “Ambush,” does not. This is a composite of two similar functions:

Detect Trap: The character may attempt to perceive any trap which has been set up in his vicinity. Detection requires a Skill Roll vs. the Set Trap Skill Roll of the one who set the trap. Detection generally requires at least 1 Combat Round, though the time is at the Creator’s discretion.

Set Trap: This allows the character to set or rig booby traps on an item, place, or thing. Examples are the “poison needle in the lock” trap, the “rug over the hidden pit” trap, etc. All materials required to outfit the trap must be on hand, obviously. This is a Skill Roll vs. the victim’s PER, or vs. his Detect Trap Skill Roll—but only if he’s *actively* employing it. The Skill Roll is “fixed” at the time of the trap’s completion, and there is no need to roll it again and again. Again, the time is at the Creator’s discretion.

GovAttribute: PER. **TTL:** 28 weeks - 1 week per point of PER.

VENOMS, POISONS & RADIATIONS: This allows the character to safely extract up to 1 dose of venoms, poisons, radiations, and other toxins from creatures, plants, and substances without suffering the ill-effects of a potential slip-up or fumble in his extraction. With a successful Skill Roll, the character may extract 1 dose. The character must provide a suitable container to store the extracted substance. This procedure requires 1 Combat Round per

dose extracted. Failure to make the Skill Roll may result in exposure to the toxin, at the Creator's discretion. (For effects of the various toxins found in the SenZar System, see the "Venoms, Poisons & Radiations" section.)

GovAttribute: INT. **TTL:** 28 weeks - 1 week per point of INT.

VENTRILOQUISM: This skill enables you to throw your voice and confuse your enemies. Combined with the skill "Mimic," this can also be used humorously. A successful Skill Roll will reproduce the desired sound/noise/voice in the desired location. Failure indicates that potential victims can perceive the ruse.

GovAttribute: PRE. **TTL:** 20 weeks - 1 week per point of PRE.

WEAPON TRAINING: This skill grants the character proficiency with a weapon. Characters are considered to be "trained" in the use of the weapon, and as such receive no penalties to their Combat Values while employing that weapon (see the section on "Combat" for the specifics on "Proficiency"). Weapon Training must be purchased separately for each different weapon.

TTL: 20 days - 1 day per point of DEX, per weapon.

WOODCRAFT: The sylvan Woodcraft skill familiarizes the character with several different aspects of "the trail." Characters with this skill cannot get lost (at least for long) attempting to find or follow a trail. They know which plants and animals are good to eat, and which water is good to drink. They can find or construct shelter in relatively short order from materials which would escape the notice of the common man. They can sense the change of weather conditions at least a day in advance, and can prepare for and survive adverse conditions by "bedding down" in a suitable shelter.

GovAttribute: INT. **TTL:** 24 weeks - 1 week per point of INT.

Note: Though Woodcraft may apply to any sylvan environment, the "home turf" of the character is considered to be intimately known by him, and as such may be exploited to his advantage.

WRESTLING: The Wrestling skill familiarizes the character with the art of unarmed, close-quarter combat. While inferior to the more extreme Black Wyrn and Shy'R martial arts styles, Wrestling at least grants the character proficiency with several fairly wicked unarmed combat maneuvers.

Chokehold: With a successful Critical Hit, the wrestler may elect to land a Chokehold upon the victim. Damage is considered to be Critical, and this damage is considered to be automatic (with no need to roll it again unless desired) on each and every Action Phase which the character possesses, for as long as the hold is maintained. This will last until the victim breaks free or until the character decides to loose his hold. Alternately, the character may elect to cause no damage, simply maintaining the chokehold to control the victim.

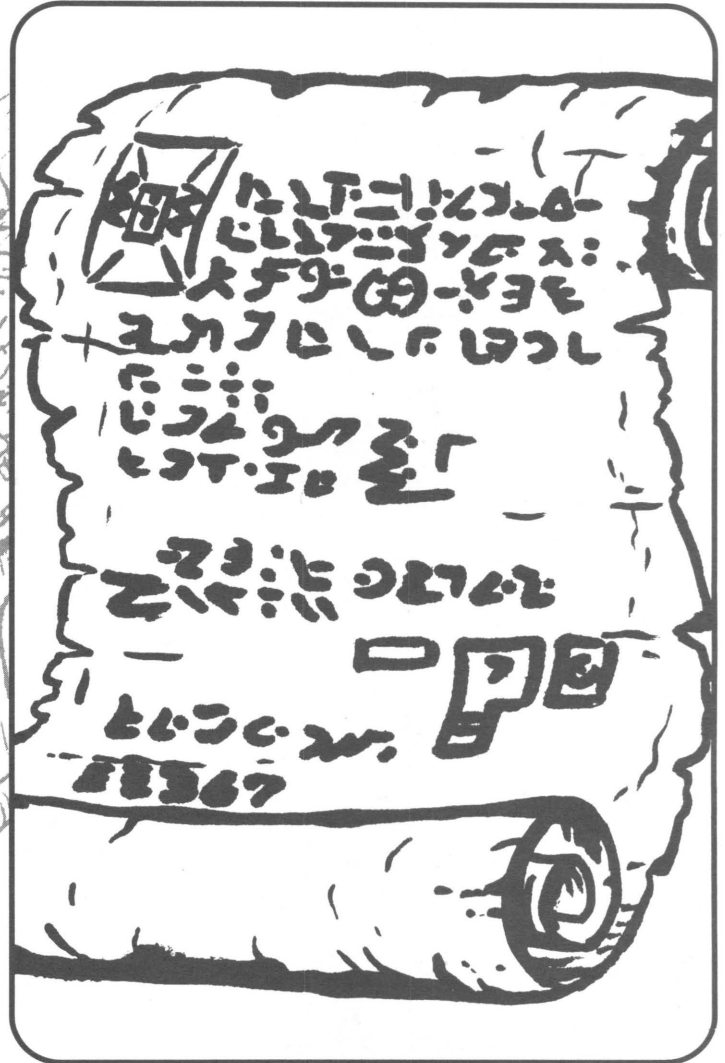
Escape: This allows the wrestler to use his Skill Roll to attempt to wriggle free or escape from a hold. This is a Skill vs. Skill Roll, or a Skill Roll vs. the STR Save of someone or something without the Wrestling skill.

Takedown: With a successful Critical Hit, this combat maneuver effectively pins the victim to the ground, where the victim is now considered practically immobile and non-proficient in all Combat Rolls. (The wrestler, if he wishes, may then apply a Chokehold.) The Victim is allowed a STR Save vs. the wrestler's

Skill Roll to escape, or the victim may use "Escape" if he has the Wrestling Skill.

GovAttribute: STR. **TTL:** 20 weeks - 1 week per point of STR.

He betrays the party by playing dead. We kill him. (Glyph)



Vain starts faith healing scam in Arcturus. (Sprunge)

MARTIAL ARTS

There are two major philosophical schools of martial arts on SenZar:

Black Wyrn: Although Shy'R style is typically known as the "surface world" martial arts style, Black Wyrn is more often than not relegated to subterranean "Midnight Realm" status. The primary reason for this, of course, is that Black Wyrn style is practiced almost exclusively by the Mokarr and their deep-dwelling minions. While Shy'R may be freely taught to "outsiders," the penalty for teaching Black Wyrn to any non-Mokarr approved being is death by crucifixion. Therefore, Black Wyrn style is rarely practiced—or even *seen*—outside of the Midnight Realm.

The origins of Black Wyrn are obscured by design, though it is a near certainty that the style evolved from the original techniques taught by the Shadar to their Fourth Age slaves, the Mokarr. As Black Wyrn was originally designed for the stealth and subterfuge of the wicked Mokarr Death Squads, the style is similar in many respects to the Terran martial art Ninjutsu.

Shy'R: The Shy'R style was founded by Malakon Shy'R of Petra in the early years of the Fifth Age. The style is a composite of the most efficient maneuvers of several different ancient Silestion combat techniques. A Terran would find many similarities between Shy'R and certain Terran martial arts styles (notably the mysticism of Aikido, the killing strikes of "hard" Kung Fu styles, and the all-round brutal efficiency of Jeet Kune Do and Shootfighting). Shy'R is devastating, swift, and merciless. It fits precisely the gist of martial arts combat: kill or be killed, and the Shy'R style suits this credo to perfection.

Physically, many of the Shy'R martial arts maneuvers are patterned according to certain Silestion ideals, such as the Phoenix, the Silestion peoples' Supreme Creator entity; or named in honor of certain Silestion deities, such as Rynd'R and Warhawk. The "phoenix" maneuvers tend to the more mystical side of the Shy'R style. While primarily a Silestion art, it is not unusual to find an "exported" version of Shy'R being practiced outside of Petra, the Silestion capital.

Ki Power: Despite their differences, both the Black Wyrn and Shy'R styles believe in the power of "Ki," or inner spiritual power. This inner power, which all martial arts characters possess (even the non-spellcasting types!), may sometimes be necessary to focus in order for the character to perform some of the more "mystical" disciplines. If so, simply spend the points from the character's "Power Points" reserves. "Ki" = "Power"—at least for purposes of Power Point expenditure.

Note: This favors the "spellcasting" martial arts types, such as the Mystic Assassin, who naturally have more power than the non-spellcasting types, such as your basic Martial Artist. Many of these "mystic" type disciplines are, in effect, very much like spells. And since the basic non-spellcasting Martial Artist can't even hope to cast a spell, consider it as a potent advantage that they can at least simulate the effects with their "Ki."

Who Can Learn Martial Arts? All of the professions that start the game with either one of the "Basic Martial Arts" packages, as well as any character of any other profession who wishes to better himself (see the "Martial Artist Wannabe" below).

Martial Arts DT & TTL: This works the same as it does with skills—only most of the martial arts disciplines take much longer to learn. Unlike skills, however, which often are and tend to be taught by non-leveled nonprofessionals, martial arts disciplines are taught exclusively by professionals, who tend to have unique stories of their own... not to mention unique "teaching requirements" and/or "prices" for their teaching services.

The Costs Of Training: Precisely as with the costs for skills, martial arts training costs the PC in more ways than one. Established schools often contest one another to establish whose school is "best." Thus, training within any of the established schools, or even with some of the established masters, may incur the price of "fighting" for that school's honor at a tournament. In addition to the "hidden" costs, there is always the overt cost of training, which we suggest be reconciled as follows:

Training Cost = 1,000 Stars per week

But That's Not Fair! Not only are there the high monetary costs, but also there are the hidden costs that can often lead to more trouble than your PC might think is worth just to learn how to fight. And any strict "sticking to the script" as outlined above will definitely put a damper on DT if your PC is in a group, if only because the Creator will have to treat the martial arts-training PC individually (and with possible role-playing adventure) during what is supposed to be "quiet" time. But that's the price one has to pay.

Note: As always, it's up to the Creator as to how he wants to run martial arts training. It can be done with or without the "adventure" during DT, as well as with or without payment if the PC is clever enough to cajole, bamboozle, or barter his way through it.

Martial Arts Learning & Limitations: The only natural limiting factor is the Ki Cost of the discipline. In order to qualify to learn the discipline, the PC must have enough Ki Points to pay for the use of the discipline.

Example: Mal'R, a 1st level Shy'R Warrior, has a total Ki Power Point Pool of 13. He would have no trouble learning Disarm, which costs no Ki to use, nor would he have trouble learning Peace of the Phoenix, which requires but 10 Ki Points to use. However, he would find it impossible to learn Great Solar Cycle, which costs 25 Ki Points. Once he made a level or two, however, he would find that his Ki Pool has grown enough (even at a Semiprofessional Magick progression rate) to allow him to learn it.

THE COMMON MARTIAL ARTS

The Common Arts: These are the domain of the nonprofessional martial artist “wannabe” (see below), and are an amalgam of several disciplines common to both Black Wyrms and Shy’R. Practitioners of both Black Wyrms and Shy’R are free to pick up Common disciplines, and they often do. They are, in fact, quite handy, as they do not cost Ki to employ, and some (such as Paired Weapons) are essential for some of the more powerful Black Wyrms and Shy’R disciplines.

The Common School Of Thought: Some schools are inclined towards the Black Wyrms mode of thought, while others prefer the Shy’R way. Many, however, are quite neutral, as they draw from both schools of philosophy. And while they are not exactly lower martial arts, they are restricted to the disciplines which do not require Ki Power to employ.

The Martial Artist “Wannabe”: Professions which do not begin the game with martial arts may opt to train in and then acquire the Common Martial Arts Basic package *after* they have actually begun their adventuring careers. This requires a mere “crash-course” apprenticeship of 52 weeks - 1 week per point of WILL.

“Wannabe” Limitations: The Wannabe is limited to the Common Disciplines and Common Basic Strikes only.

BASIC MARTIAL ARTS

Basic Common Martial Arts: Acrobatics. Stealth. Martial Strike. Meditation. Any one Common Discipline. **TTL:** 52 weeks - 1 week per point of WILL.

Basic Black Wyrms: Acrobatics. Stealth. The Black Wyrms. Black Lightning Strike. Meditation. **TTL:** 52 weeks - 1 week per point of WILL.

Basic Shy’R: Acrobatics. Stealth. The Dragon Dance. Solar Strike. Meditation. **TTL:** 52 weeks - 1 week per point of WILL.

Note: If any of the above skills duplicate any of the PC’s existing skills, simply add a free Mod to the skill that is duplicated.

BASIC COMBAT STRIKES

These are the basic “unarmed” combat strikes for the Common, Black Wyrms and Shy’R styles. These basic combat strikes may be learned at any time, provided the character has the proper instruction and DT. However, each strike must be learned consecutively (that is, before learning Spider Fang, the Black Wyrms student must first master both Serpent’s Kiss and Black Lightning Strike, etc.).

Note: Feel free to interpret any of the basic “strikes” as either a punch or a kick. Due to the nature of Ki, the martial artist’s kick will

still do the same damage as his punch (or elbow smash, or headbutt, or whatever), but embellishing the action is very often fun for the game.

COMMON BASIC STRIKES

MARTIAL STRIKE I: This is the basic Common martial arts combat strike. It will allow the character to add +1 DC to any unarmed attack. **TTL:** 20 weeks - 1 week per point of WILL.

MARTIAL STRIKE II: As above, but adds +2 DC. **TTL:** 24 weeks - 1 week per point of WILL.

GREAT STRIKE: As above, but adds +3 DC. **TTL:** 28 weeks - 1 week per point of WILL.

BLACK WYRM BASIC STRIKES

BLACK LIGHTNING STRIKE: Basic Black Wyrms unarmed combat strike. +1 DC. **TTL:** 20 weeks - 1 week per point of WILL.

SERPENT’S KISS: As above; +2 DC. **TTL:** 24 weeks - 1 week per point of WILL.

SPIDER FANG: +3 DC. **TTL:** 28 weeks - 1 week per point of WILL.

OBSIDIUM POWER STRIKE: +4 DC. **TTL:** 32 weeks - 1 week per point of WILL.

BANE STRIKE: +5 DC. **TTL:** 36 weeks - 1 week per point of WILL.

BLACK SUN STRIKE: +6 DC. **TTL:** 40 weeks - 1 week per point of WILL.

DARK EARTH DEATHSTRIKE: +7 DC. **TTL:** 44 weeks - 1 week per point of WILL.

THE FANGS OF RAGE: +8 DC. **TTL:** 48 weeks - 1 week per point of WILL.

SOULCRUSHER: +9 DC. **TTL:** 52 weeks - 1 week per point of WILL.

SOULSNUFFER: +10 DC. **TTL:** Must become “Wyrmspawn” (see below).

SHY'R BASIC STRIKES

SOLAR STRIKE: Basic Shy'R unarmed combat strike. +1 DC. TTL: 20 weeks - 1 week per point of WILL.

TIGER'S EYE STRIKE: +2 DC. TTL: 24 weeks - 1 week per point of WILL.

IRON FIST: +3 DC. TTL: 28 weeks - 1 week per point of WILL.

RYND'R'S HAMMERHAND: +4 DC. TTL: 32 weeks - 1 week per point of WILL.

WARHAWK'S AVENGING TALON: +5 DC. TTL: 36 weeks - 1 week per point of WILL.

WRATH OF SHY'R: +6 DC. TTL: 40 weeks - 1 week per point of WILL.

TALON STRIKE: +7 DC. TTL: 44 weeks - 1 week per point of WILL.

VAL'R'S GLORY STRIKE: +8 DC. TTL: 48 weeks - 1 week per point of WILL.

WARHAWK'S LAWGIVER: +9 DC. TTL: 52 weeks - 1 week per point of WILL.

FURY OF THE PHOENIX: +10 DC. TTL: Must become "One With the Phoenix" (see below).

THE DISCIPLINES

The following disciplines are either Common, Black Wyrn, or Shy'R. The Common ones are not merely "generic" or "less powerful"—they simply are open to both schools, and to the nonprofessional martial artist wannabe.

Layered Disciplines: "Layered" disciplines allow the character to "overlay" the discipline with any other known disciplines, including the Basic Combat Strikes. This means that most but not all disciplines may be employed simultaneously, with the best damage being used. Unlike the majority of spells, the majority of the martial arts disciplines require a mere single Action Phase to affect. Some of the "layered" disciplines may actually be combined with other known disciplines; in effect, creating an almost instantaneous merger of two spell-like effects. All applicable Ki must be spent in any event.

COMMON DISCIPLINES

DISARM: This common technique gives the character a chance to relieve his opponent of his weapon. The disarm attempt may be made with any convenient strike or kick. With a successful "normal" hit (the character's AV Roll vs. the opponent's own DV), the weapon goes sailing. The opponent, however, gets a Save vs. STR to keep his weapon.

TTL: 24 weeks - 1 week per point of DEX.

DOUBLE STRIKE: With the Double Strike technique, the character launches a fierce strike/strike, kick/kick, or strike/kick combination. The "Paired Weapons" of unarmed combat, Double Strike effectively adds an additional attack (or parry) during an Action Phase *once and only once* during a Combat Round.

TTL: 28 weeks - 1 week per point of DEX.

ESCAPE: This allows the character to attempt an escape from a Joint Lock, or any other similar grasping, grabbing, or holding combat technique or discipline. This requires a successful Critical Hit against the locker's DV.

TTL: 24 weeks - 1 week per point of DEX.

GREAT LEAP: Characters may make an incredible vertical leap of 1' per point of STR, or a horizontal leap of 2' per point of STR.

TTL: 24 weeks - 1 week per point of STR.

GREAT THROW: This common maneuver allows the character to hurl an opponent 1' per point of STR, provided he can land a normal hit. As damage can be "layered," consider the damage to be the same as the best Basic Combat Strike which the character has in his arsenal.

TTL: 24 weeks - 1 week per point of WILL.

JOINT LOCK: With a successful Critical Hit, the character may catch, lock, and hyperextend any humanoid joint (wrist, elbow, ankle, etc.), causing the victim the immediate effect of a Devastating Critical Hit, but without causing any real damage in the process. As long as the Joint Lock is maintained, the victim will suffer from the effects of the Devastating Critical Hit, and typically will become acquiescent to the demands of the person holding the lock. If desired, the person holding the lock may choose to break the hold, with no real harm done, or he may choose to "pop" the joint (one additional Action Phase required; no additional CV Roll needed), causing full, maximum Critical Damage in the process (no need to roll it), and causing the effects of a true Devastating Crit in the process.

TTL: 24 weeks - 1 week per point of DEX.

Note: Those with "Toughness" are immune to the Devastating effects of this discipline, but not the damage.

LEG SWEEP: This may be "layered" with any other personally known combat strike for damage purposes. The opponent so struck must make a Save vs. DEX or fall to the ground (which will typically cost the opponent an Action Phase to recover).

TTL: 24 weeks - 1 week per point of DEX.

PAIRED WEAPONS: With Paired Weapons, a character may elect to wield *two weapons* simultaneously. These weapons must be of the same type or of complementary form and function. The character must also be proficient with these weapons (see the skill "Weapon Training" for more information on that). Paired Weapons allows an extra strike (or parry) during *one and only one* of the character's Action Phases per Combat Round. Any double parry (with both paired weapons) will allow the character to add both of his AV rolls to defend against a single attack. At the Creator's discretion, any pair of weapons may be employed.

TTL: 24 weeks - 1 week per point of WILL, per pair of weapons.

SPINNING BACKFIST: This rather sneaky discipline allows the practitioner to launch a devastating spinning strike with the back or the ridge of the fist. This "layered" attack works the same as does Zen Quickdraw, so far as its Surprise capabilities are considered.

TTL: 24 weeks - 1 week per point of SPD.

ZEN AWARENESS: This functions similarly to the Special Power, "Combat Sense," except that Zen Awareness is an "in-close" and not ranged ability. It allows for classic "blindfighting," granting full CVs against all invisible (or while the character is "blinded") or rear attacks, but not against unseen ranged attacks or opponents. Range of this for combat purposes is the character's own hex, plus all hexes immediately adjacent to his own.

TTL: 36 weeks - 1 week per point of WILL.

Note: As with Combat Sense, Zen Awareness does not grant the character any power to detect an opponent who has successfully made his "Stealth" Skill Roll.

ZEN QUICKDRAW: This is the superior martial arts version of the Quickdraw skill. With this impressive discipline, the character can Quickdraw *any* weapon with which he has proficiency, from any position on his body, and from almost any conceivable contortion. For Surprise purposes, this acts the same as does the normal Quickdraw (Skill Roll vs. victim's SPD; use character's own SPD as GovAttribute for his Skill Roll). It is virtually impossible for a character with this discipline to Fumble an attack (see "Fumble" for more info).

TTL: 36 weeks - 1 week per point of SPD.

BLACK WYRM DISCIPLINES

AFTERIMAGE: When called into being, this discipline causes a disconcerting blurring of the character's image, producing a shimmering wall of virtual images in its wake. This blurring effect makes it extremely difficult to hit the character in combat, effectively adding +10 DV to the character's Defense Value.

Duration: 1 Combat Round. **Ki Cost:** 50 points. **TTL:** 36 weeks - 1 week per point of WILL.

BLACK MAELSTROM: This fearsome discipline effectively doubles the character's normal number of armed (weapon or weapons) attacks per Action Phase.

Duration: 1 Combat Round. **Ki Cost:** 100 points. **TTL:** 36 weeks - 1 week per point of WILL.

Note: The "Paired Weapons" discipline is necessary for using 2 weapons with Black Maelstrom.

THE BLACK WYRM: The Black Wurm is the basic Black Wurm combat "form." All students of the Black Wurm are versed in the 13 symbolic "steps" of this dangerous combat discipline, though only the advanced practitioners may take full advantage of this technique. Unlike the Shy'R discipline, the Dragon Dance, the Black Wurm version is "fixed," not at all "fluid" like the Shy'R one.

Basic Effects: Either with a weapon or a pair of weapons, and even weaponless, the fearsome display of speed, balance, and power which the Black Wurm produces may instill a Presence Attack (at +1 to his die roll, per level he possesses) upon all those who bear witness.

Ki Cost: Free (but only once per day). **TTL:** 24 weeks - 1 week per point of WILL.

Advanced Effects: The adept may simultaneously employ a "Black Maelstrom" attack (provided it is already known) with any other known Black Wurm discipline, free of charge, 1/day.

Ki Cost: Free (but only once per day). **TTL:** 36 weeks - 1 week per point of WILL.

COBRA QUICKNESS: Cobra Quickness enables the character to unleash a startling burst of Ki which effectively boosts the character's SPD by one notch. This effect is instantaneous, and may be summoned forth before the Combat Round begins.

Ki Cost: 10 points per Combat Round. **TTL:** 24 weeks - 1 week per point of WILL.

DEATH TOUCH: This discipline calls into being a sliver of purest, diamond-hard Hate, which the practitioner may employ as a virtual "one touch, one kill" attack upon the hapless victim. The Death Touch is, in effect, a Ki "disruption," as it sets up a potentially fatal imbalance in the victim's soul. Upon a successful hit, the victim must Save vs. WILL or die. Even with a successful Save, the victim, unless being of equal or greater WILL (or immortal), is slowed by 1 Action Phase for a duration of Combat Rounds equivalent to as many points of WILL as the Black Wurm discipline has. (Someone with "0" Action Phases is paralyzed and cannot move...)

Ki Cost: 100 points. **TTL:** 36 weeks - 1 week per point of WILL.

DISTANCE DEATH: This discipline allows the character to summon forth and direct his Ki from his body, effectively allowing the character to launch an attack even at a distance *without physically touching his opponent*. Each separate attempt requires 1 Action Phase to summon. The striking distance is a maximum of 1 hex per point of WILL. A "to-hit" roll must be made in order to actually strike and damage a distant opponent. This ability may be "layered" with other known disciplines.

Ki Cost: 100 points. **TTL:** 36 weeks - 1 week per point of WILL.

FANG FINGERS: This discipline, which may be "layered" with any known Black Wurm combat strike, strikes at the victim's pressure points. Opponent hit by Fang Fingers must make a Save vs. CON or lose one Action Phase (temporarily suffering from a "Devastating" Critical Hit for the duration).

Ki Cost: 10 points per strike. **TTL:** 28 weeks - 1 week per point of DEX.

Martial Arts

FOCUS: The Focus discipline allows the character to harness his inner power, or Ki, and supercharge his combat reflexes to an unnatural degree. When employed offensively, Focus effectively allows an extra +1 to the character's AV per point of WILL, up to the character's maximum WILL. Defensively, the character's DV is similarly affected.

Ki Cost: 1 point per +1 AV or DV, up to a max = the character's WILL. **TTL:** 52 weeks - 1 week per point of WILL.

Note: Each separate attack must be focused separately; that is, Ki Points must be spent for each and every Focus attack.

MISDIRECTION: This discipline, which the character brings to bear with a simple if somewhat bizarre hand gesture or two, diverts the attention of any single victim. The victim must Save vs. PRE, or he will immediately forfeit his next Action Phase, standing uselessly in bewildered awe (and with all of his CVs reduced to 0 for the duration).

Ki Cost: 10 points. **TTL:** 24 weeks - 1 week per point of WILL.

SERPENT STING: This potent discipline, which may be "layered" with any other personally known unarmed Black Wyrms combat discipline, allows the character to cause X2 damage on a normal hit, and X3 damage on a Critical Hit.

Ki Cost: 25 points. **TTL:** 36 weeks - 1 week per point of DEX.

THE SILENT STRIKE: The Silent Strike is the stuff of which assassinations are made. If the character is able to achieve Surprise on his victim, then with but a simple normal hit, he will cause maximum Critical Hit damage—with no need to roll for damage—and the victim—if harmed for even 1 point of damage—will automatically suffer from the "Devastating Critical Hit" effects, with no possible Save (characters with "Toughness" will simply ignore the effects). This discipline may be attempted either unarmed or armed, ranged or in-close. It may be layered with any other known discipline.

Silent Strike Procedure

Achieve Surprise

Make Normal Hit

Victim takes Max Critical Damage (no roll required)

If Victim takes even 1 Hit Point, then victim suffers from automatic Devastating Crit (no Save)

Alternately, the strike may be used to knock out a victim. The procedure is as above, save that the "real" damage is replaced by Stun Damage, and the automatic Devastating Crit is replaced by a "KO," or knock-out. (1 Hit Point of Stun Damage will KO the victim.)

Silent Strikes against "Monsters" are left to the Creator's discretion, as are Silent Strikes by magickal means—though we must suggest that only those professions *specifically* trained both to cast spells and to perform the Silent Strike may even attempt to pull off a Silent Strike purely through the use of magicks.

TTL: 52 weeks - 1 week per point of WILL.

Note: The combat-related details are defined in the "Combat" and "Damage" sections.

SLITHER STRIKE: This allows the character to fight normally even while prone, held, or similarly disadvantaged. He can fight even while "tied up," unless he is hog-tied and secured by an expert familiar with the techniques of the Slither Strike.

Ki Cost: 10 points per Action Phase. **TTL:** 24 weeks - 1 week per point of DEX.

SPIDER CLIMB: Employing this discipline, the Black Wyrms devotee may use his natural, non-adjusted Climbing Skill Roll even while upon the sheerest of surfaces (such as glass).

Ki Cost: 10 points per Climbing Skill Roll "called" by the Creator. **TTL:** 24 weeks - 1 week per point of DEX.

STEALTH OF THE WYRM: This discipline allows the character to move about using Stealth even while running at full speed or flipping about—or even while sprinting away backwards!

Ki Cost: 25 points per Stealth Roll "called" by the Creator. **TTL:** 24 weeks - 1 week per point of DEX.

STEELSKIN: This discipline duplicates the Shy'R Dragonskin discipline.

Ki Cost: as per Dragonskin. **TTL:** 36 weeks - 1 week per point of WILL.

VAL-DOG GRASP: The Val-Dog Grasp, a "layered" attack, gives the Black Wyrms practitioner the virtually unbreakable grip of the Dark Earth itself. A Critical Hit must be made in order to properly place the Val-Dog Grasp. The attack, once landed, is considered to be a "free" continuous attack on each and every subsequent Action Phase which the character possesses. The damage from the first attack is used on each and every subsequent Action Phase, for as long as the character maintains his grasp. Victims held by the Val-Dog Grasp must Save vs. STR at a -1 per point of the attacker's WILL in order to break free. Victims held fast, of course, may still attack, though their Combat Values are considered as if they have taken a "Devastating" Critical Hit.

Ki Cost: 250 points. **TTL:** 36 weeks - 1 week per point of WILL.

VENOM STARE: This potent discipline summons forth a searing portion of the soul, which is brought to bear within the office of the character's eyes. The chosen recipient must Save vs. WILL or be rooted to the spot, unable to attack or defend, for as long as the Venom Stare is maintained. The cost is 25 points per Action Phase of the victim to maintain.

Ki Cost: 25 points per victim's Action Phase to maintain. **TTL:** 28 weeks - 1 week per point of WILL.

SHY'R DISCIPLINES

THE DRAGON DANCE: The Dragon Dance is the basic Shy'R combat “form.” All Shy'R students are versed in this essential combat discipline, which enforces the many mystic techniques of the Shy'R art. The Dance itself is a fluid, flowing set of techniques, not at all “locked-in” like the more familiar Terran martial arts “forms.” There are 9 essential “steps” in the Dragon Dance, though these 9 steps vary considerably by which (if any) weapon, or set of weapons, is employed. Each Shy'R student, from novice to adept, is familiar with the essentials of the Dance. It is only the individual's innate talents which distinguish the effects of the Dragon Dance, which may range from a novice's most impressive display of combat prowess to an adept's lightning-quick disembowelment of an entire cadre of victims.

Basic Effects: Impressive looking Shy'R displays, which may confuse or dismay the faint of heart. Acts as a Presence Attack as per the Black Wyrn.

Ki Cost: Free (but only once per day). **TTL:** 24 weeks - 1 week per point of WILL.

Advanced Effects: Combines the Whirlwind attack (provided it is known) with any other *personally known* Shy'R discipline, free of charge, 1/day.

Ki Cost: Free (but only once per day). **TTL:** 36 weeks - 1 week per point of WILL.

DRAGONSKIN: The Dragonskin discipline allows the Shy'R disciple to invoke the toughness of a dragon, thereby reducing any damage done to the character by 1 Hit Point per 1 Ki Point expended, up to a max reduction per strike equal to 1 point per point of WILL. This may be invoked at any time one is struck—even while burning Ki for something else, or even while taking an action—provided that the character has the Ki points, and provided that the character is not Surprised.

Ki Cost: 1 point per point of damage reduced, up to a max = WILL, per strike. **TTL:** 36 weeks - 1 week per point of WILL.

DRAGON STRIKE: This potent attack allows the character to inflict additional damage per attack. The character can inflict an extra 1 Hit Point of damage for every 1 Ki Point spent, up to a max equal to the character's WILL, per strike. The character must state before rolling his attack that he is going to Dragon Strike, and he must burn the Ki then and there. Thus, the Ki will be subtracted whether his attack is successful or not. Should he land a hit, the extra damage from the Dragon Strike is added to his normal damage and tabulated *before* any Crits are calculated. This can be layered over any other attack, including ranged attacks.

Ki Cost: 1 point per point of damage inflicted, up to a max = WILL, per strike. **TTL:** 36 weeks - 1 week per point of WILL.

FOCUS: This duplicates the Black Wyrn discipline of the same name.

Ki Cost: 1 point per +1 AV or DV, up to a max = the character's WILL. **TTL:** 52 weeks - 1 week per point of WILL.

Note: Each separate attack must be focused separately; that is, Ki Points must be spent for each and every Focus attack.

GREAT SOLAR CYCLE: This spectacular discipline, which may be “layered” with any other known unarmed combat strike, allows the character to spin about, inflicting X2 damage on a normal hit, and X3 damage on a Critical Hit.

Ki Cost: 25 points per attack. **TTL:** 36 weeks - 1 week per point of DEX.

KI DIRECTION: This duplicates the Black Wyrn “Distance Death” discipline.

Ki Cost: 100 points. **TTL:** 36 weeks - 1 week per point of WILL.

PEACE OF THE PHOENIX: Unlike most forms of passive meditation, this classic discipline allows the character to clear his thoughts of all possible distractions, then concentrate fully and completely upon any line of thought (such as a combat to come, a Skill Roll to be made, a particular mission to accomplish, etc.). Once this state has been maintained for at least an hour, any AV or DV rolls and any Saves relating to the subject of the concentration state will be made at a +1, and any Skill Rolls will be made at as if the character had an additional “Mod” in them. The boosting effects of the Peace of the Phoenix remain for a maximum of an hour. After that time, another session is in order.

Ki Cost: 10 points. **TTL:** 36 weeks - 1 week per point of WILL.

PHOENIX CLAWS: Typically a non-combat discipline, Phoenix Claws allow the Shy'R devotee to harness his Ki to inflict tremendous structural damage upon non-living things. A superior “breaking” technique, the Phoenix Claws disciple can shatter 1 cubic foot mass of non-magickal, non-Exotic material per point of WILL over 15 which the character possesses. It takes 1 full Combat Round to concentrate enough Ki to harness the Phoenix Claws discipline.

Ki Cost: 10 points. **TTL:** 24 weeks - 1 week per point of WILL.

PHOENIX STRIKE: The mighty Phoenix Strike empowers the character to “boost” any other known Shy'R attack strike, effectively “maxing” the damage for that particular attack. The character must still hit the opponent, but if the hit is successful, the damage is automatically maxed (i.e., 2d8 automatically becomes 16 points of damage). This works the same whether a normal hit or a Crit is landed. Before the attack is launched, the character must state that he is “boosting” the attack with the Phoenix Strike.

Ki Cost: 25 points. **TTL:** 36 weeks - 1 week per point of WILL.

RYND'R'S GREAT DISARM: The Great Disarm will, as the name implies, enable the character to attempt to disarm his opponent with a single swift strike. A normal “to hit” roll must be made, though no damage is necessary to carry out the disarm, and the victim loses his weapon in dramatic fashion. The weapon flies some 1'/point of STR, or the character can elect to keep the weapon in question (and bring it to bear on its former owner...). There is no save, unless the weapon is somehow magically prevented from parting from the victim, or unless the victim burns his Action Phase to make a successful dodge.

Ki Cost: 50 points. **TTL:** 36 weeks - 1 week per point of DEX.

Martial Arts

RYND'R'S MINDMASK: The Mindmask technique steals the character's thoughts and emotions to a near quiescent state, making direct mental or telepathic detection of the character extremely difficult, even rendering the character virtually "invisible" to all but the most powerful minds (that is, those of higher WILLS) and far-reaching divination-type spells or spell effects (that is, Master Spells). The Mindmask may be summoned in but one Action Phase, and it will last until it is consciously banished, or until the character is unconscious or dead.

Ki Cost: 100 points. **TTL:** 36 weeks - 1 week per point of WILL.

RYND'R'S PHOENIX POWER STANCE: Once invoked, the character's physical form transcends into but the merest splinter of the flaming essence of the Phoenix itself. This is enough to heal the character of all damage; to remove all curses, maledictions, and mental or spiritual maladies of 7th Order and below from the character; and to grant to the character the merest glimpse of divine Phoenix Sight, which will "show" the character the location or image of any desired person, place, or thing (provided that the person, place, or thing isn't protected by Primal Magicks, that is). Though the first benefits may be gained as often as the Power Stance is invoked, the final power of the Phoenix Sight may be employed but once per day. The Phoenix Power Stance requires 1 full Combat Round to employ.

Ki Cost: 250 points. **TTL:** 36 weeks - 1 week per point of WILL.

THE SILENT STRIKE: This duplicates the Black Wyrn discipline of the same name.

TTL: 52 weeks - 1 week per point of WILL.

Note: The combat-related details are defined in the "Combat" and "Damage" sections.

SWEET PAIN OF WARHAWK: This wicked layered attack specifically targets the victim's nerve centers in order to reduce the victim to a debilitated, howling mass of flesh. The Sweet Pain of Warhawk attack calls for the victim of this strike to Save vs. CON at -1 per point over the minimum necessary to make the hit. Those who fail this Save are doomed to fall to the ground, totally incapacitated as if they were suffering from a "Devastating" Critical Hit—and highly embarrassed by the loss of their voluntary excretory controls. Duration is for 1 Combat Round per point by which the hit is made, or until the character is healed by any magick or regeneration. Please note that at least 1 Hit Point of damage must get through in order for the victim to be affected by this discipline.

Ki Cost: 100 points per strike. **TTL:** 36 weeks - 1 week per point of DEX.

WARDANCE: This discipline is not for the faint of heart (and not normally for the "mortal" of heart, either). Pioneered (and employed extensively) by Warhawk himself, the Wardance allows 2X attacks with Paired Weapons *per* Action Phase—as well as allowing a Silent Strike on *each* and *every* successful hit! Only someone who has been taught this skill by Warhawk himself may teach another this discipline.

Duration: 1 Combat Round. **Ki Cost:** 1,000 points. **TTL:** 52 weeks - 1 week per point of WILL.

WARHAWK'S VENGEANCE: This discipline allows any weapon to be broken without the necessity of wasting a precious Action Phase to catch it. Upon a successful AV roll based upon the victim's own DV (a "normal hit," in other words), the weapon in question is shattered into so many shards. Even weapons of "magicka" or "superior" quality may be shattered, provided the attack hits by at least 10 points for every "DC" of the weapon. Artifacts are, of course, immune to Warhawk's Vengeance (unless it's Warhawk himself who's doing the 'venging!').

Ki Cost: 100 points. **TTL:** 36 weeks - 1 week per point of WILL.

WHIRLWIND: Unlike the similar Black Wyrn discipline, Black Maelstrom, the Shy'R Whirlwind is designed for use with all combat forms, either armed or unarmed. Armed with a sword, a pair of swords, or even unarmed, a Shy'R practitioner may launch into the Whirlwind and effectively double his normal number of attacks *per* Action Phase.

Duration: 1 Combat Round. **Ki Cost:** 100 points. **TTL:** 36 weeks - 1 week per point of WILL.

Note: The Paired Weapons discipline is necessary for using 2 weapons with Whirlwind.

THE CONCEPTS

ONE WITH THE PHOENIX: To become One With the Phoenix is the ultimate aspiration of the Shy'R student. Needless to say, it's not easy to achieve.

First, the character must be "called" to join the Phoenix, and the Phoenix, in its wisdom, only calls the greatest champions to glory. The typical candidate for this is an extremely high level character who has championed some great cause or wrought many heroic deeds in the name of the common good. (The Creator will let you know when it's the appropriate time to undertake your "Phoenix Quest.")

Those who become One With the Phoenix cease to age (that is, if they weren't immortal before being called), and are expected to assume one of the three possible "immortal" routes for the post-20th level characters (see "The Immortal Rules" for more information concerning the three immortal paths).

The character also becomes attuned with the Phoenix, and is subject to warnings, visions, dreams, and even the rare voice of the Phoenix itself when bad times grow near. *The connection, of course, is "don't call us, we'll call you,"* so don't expect the Phoenix to become your great cosmic divinator.

As for the physical side of things, any Shy'R martial arts skill which the character may not qualify for due to a lack of the necessary minimum attributes is now open to the character to learn. There are no longer any time constraints concerning the activation of the Shy'R disciplines. Now they are all instantaneous (such as The Peace of the Phoenix, which now will no longer take an hour to activate).

Disciplines which are limited to a certain number of times per day, however, are still that: restricted to a certain number of times per day. (Those particular disciplines may only be tampered with by the immortals. When you become one, then you can tamper with them, and fine-tune them to your character.)

Finally, the character is now able to develop and master his own unique Shy'R disciplines, which can lead to eternal glory as your character's name is connected to a unique martial arts discipline.

Cost: Your "Phoenix Quest" should provide the 10 Fate Points necessary for this display of power to take wing.

Note: There are no Mins, per se, for becoming One With the Phoenix—though it is recommended that the guidelines mentioned above are used for determining the whys and wherefores.

WYRMSPAWN: To become Wyrmspawn is to become one with the Wyrms, the symbolic representation of the Dark Earth itself.

A polar opposite of the Phoenix (and sometimes referred to as "The Dark Phoenix" by those Shy'R students who have been seduced by its sibilant hisses of ultimate power), the Wyrms grants those rare individuals (read the "One With the Phoenix" section for some hints as to who these individuals may be) who appease its dark hungers with terrible powers: powers which many whisper are of the dark gods themselves.

Those who strive to become Wyrmspawn must first prove themselves to the Wyrms by performing 9 deeds so foul, so cruel, so dirty that to mention them at any length would be shameful (not to mention, censurable) indeed. Suffice it to say, the aforementioned "deeds" must be left to the Creator's imagination. The deeds, however, should be of increasing difficulty to carry out, and should perhaps be "connected" to some overall scheme which fits into the context of your particular campaign.

Upon completion of these dread deeds, the character is now ready to become "Wyrmspawn," and take that first step down a long road to glory (or at least 1 of the 3 different "immortal" paths). To aid the new, immune-to-aging Wyrmspawn, the Wyrms will cause another more experienced Wyrmspawn to seek out and teach the new "Spawn the tricks of the Black Wyrms trade. No "Mins" must be satisfied, though the new Wyrmspawn must pay the points necessary to learn the new disciplines (if the new Wyrmspawn doesn't already know all of them by this point).

Additionally, the elder Wyrmspawn will teach the new student how to personally contact the Wyrms itself (or at least one of its minions) in times of need. Upon a successful Power Save, the Wyrmspawn can and will make contact with the Wyrms... and it had better be for a good reason, or the new Wyrmspawn may find himself reduced to so much WyrmsFood.

Finally, the elder Wyrmspawn will instruct the new initiate in the ways of creating new Black Wyrms disciplines, which, to say the least, will probably prove to be beyond the realms of good taste.

Cost: The 9 Fate Points gained on the "Dirty Deeds" quests should cover it.

DEVELOPING NEW MARTIAL ARTS DISCIPLINES

The character with martial arts can create his own disciplines. This requires the Special Power "Inventor," and may be attempted at any level. However, that Special Power is no longer necessary once he has achieved the goal of becoming either "One With the Phoenix" or "Wyrmspawn." At that point in his career, the Special Power that is such a necessity for inventing new disciplines, skills, and magicks no longer has much import.

The suggested "research times" and "research costs" are precisely that: suggested. The Creator should feel free to interpret them as he sees fit.

What Does The Discipline Do? First, rough-out what you want the new discipline to be. Consider whether or not the new discipline is a "movement" type, a "non-combat" type, a "combat" type, or a combination thereof. Compare the effects of the new discipline with the effects of previously established ones to get a "feel" for how long it will take to research the new discipline (typically, research time takes about 2X the normal TTL). Then, of course, consider whether or not such a discipline is within the realm of possibility. Considering the effects of "Wardance," however, who knows what's really possible...

Next, once the Creator has established that, indeed, the new discipline is possible, you can get right down to the actual research.

Research Time: We suggest that the research time for the new discipline be at least 2X the TTL for a similar discipline.

Example: Let's say that the PC wishes to research a discipline that resembles the Great Solar Cycle. The TTL for the Great Solar Cycle is 36 weeks - 1 week per point of DEX. Therefore, the research time for the new discipline will take at least 72 weeks - 1 week per point of the PC's DEX.

Research Cost: Unlike spell research, with its costly trappings to maintain, martial arts research typically involves only the normal "cost of living" expense which all characters must pay in order to sustain their standard of living. Typically, that is, unless the new discipline resembles a "breaking" type of discipline (or something along those lines), which would inherently tend to merit at least a token expenditure for the materials necessary to carry out the research.

Success! If the new discipline has some potential, then, by all means, allow the research to be successful at the end of the research period. If the new discipline is not feasible, then let the PC know that a week or two into the research, so he can avoid wasting his time!

COSMOLOGY

The SenZar Cosmology is fairly simple in its mechanics.

Witness:

A Brief History of SenZar

Pre-First Age: Very little recorded history has survived from this dark time. It is surmised that in these dark years the world known today as SenZar was a vastly different place, with very few examples of either flora or fauna which are today commonplace.

Speculation that SenZar was totally uninhabited at this time is hearsay and unfounded rumor. There *were* indigenous inhabitants, even great races once upon a time. However, with very few exceptions, these so-called “proto-races” were wiped out long before the forced arrival of the races as we know them today (they were “forced” to SenZar by the Death Horde, to serve them as slaves), and only the decayed ruins of the ancients’ great cities remain behind for the historians to contemplate.

Suffice to say, the prehistoric times were bloody and chaotic. It was not until the races united to repel a horrible incursion of “demons from the outer dark” (believed by many to be the alien Asperim Demons, the precursors to the later Pit Demons; or, quite possibly even the Death Horde itself...) that there was any formalized government or structured society. The first of these new city-states became Zengara, the Forever City, and recorded history began with the coronation of its first noble Overlord, Jacoor Thrax.

The First Age: With the crowning of the first Overlord, Jacoor Thrax, a new era of conquest, both physical and intellectual, flourished. The Collegium was established to study this new power called “magick,” followed within a few short centuries by the establishment of both the Shadow Hawk Guild in distant Rotath and Witchhold on the Isle of Witchhold.

Urged onwards by what they hailed as “manifest destiny,” the people of Zengara sailed far and wide, establishing trade with the lesser civilized nation-states and putting down uprisings on both land and sea. By this early time in history, the navy of Zengara was already legendary in force. Only the emerging navy of Petra, the Silestion city-state, was comparable. It was, however, fortunate that the two were nominal allies, both upholding the same “Cause.”

The Starin of this era were jovial, happy souls; Soulforgers as were their Khazak cousins. These were wild times, comparable to the frontier days of the Wild West on Earth.

The Second Age: The Second Age was a time of fortification, and of strengthening old ties of allegiance. This was the time of free, open trade; the coffers of Zengara, the leading merchant nation, grew mighty indeed. It was near the end of this era when Zengara signed an historic treaty with its far-western neighbor,

Tornharm, which provided for a beneficial mutual trade agreement in exchange for a loose “annexation” into the military protection of the Forever City: a treaty that is still in effect to this very day.

The Third Age: Things went well until the latter century of the Third Age, when the very world itself rebelled against all things living, raining down black rain and rearranging land and sea with both flood and earthquake. Nearly half of the sentients were wiped out, forever gone from the world. Entire races were demolished, with the stragglers retiring for points unknown or burying ancient racial hatreds and at last intermingling with other races if only for preservation’s sake.

Because of (or due to) these earth-shattering developments, the time was ripe for the advent of the minions of the Dark Earth; the Shadar, or as the majority of mortals know them, the Druus Lords...

The Fourth Age: The Time of the Void Moon; the Age of Domination; the Age of the Screaming Skulls. All of these epithets apply equally well to the rampant, cruel destruction that the Shadar Lords visited upon the populace of SenZar, wreaking total havoc wherever they traversed. Whatsoever drew their evil attention drew also their ineffable damnation.

Their Overlord, Lord Valthrustra, ruled the entire world both above and beneath with a black Shadar Steel glove. From the Black Pyramid and its surrounding Four Towers in his capital of Zengara, he and his foul brood of malcontents reigned for an entire Age, genocide their black creed.

It is because of these dark times that many of the earlier histories were lost or destroyed, or altered to suit the dark egos of the Shadar usurpers. For instance, it is a known, inalterable fact that Lord Valthrustra did not create the Great Rift in his passion with Chthon, the Dark Earth Mother. Many historical documents were thus ruined; it is a rare tome indeed that survived the Fourth Age untarnished. It is an even more rare soul that survived, as well.

The Fifth Age: The Advent of Rel. At the close of the Fourth Age, rallying around the Cause of Rel, the holy one who had returned from the stars, the people of the world united as one and managed after a devastating Weirding War (which ushered in the Fifth Age) to purge the world of the Shadar and their foul subservient legions, the Mokarr.

The great evil of the Shadar Lords was gone, banished to the Void. However, the evil remained in the form of racism and hate, as the formerly aligned Humans and Silestions went to a state of Cold War; neither granting the other the credit deserved in the Great Purge. The Starin, upset by this lack of fraternity, took it upon themselves to atone for this travesty; and they withdrew into the deep woods, aloof from mortals of both great races. Thus began the gradual, but inevitable, decline of their once-proud race. The Khazaks, on the other hand, had more important things to worry about: their never-at-ease Midnight Realm kingdom was now a hotbed for the incursions of the hated Mokarr, who fought with sorcery and alchemy refined from and, most likely, organized by

their banished Shadar masters, driving the Khazak into a constant war of races with them, with which neither Human nor Silestion would interfere.

The Sixth Age: These were the Great Crusades, in which the questing knights of Rel roamed far and wide, fighting at the drop of the helm with any and all comers, and purging or purifying those who did not subscribe to their strict religious views. During this era, the people of Rotath and their allied far-Western bloc of nation-states sought to conquer for themselves what the Shadar could not. Thus they clashed with the roving, questing Rellians, and the Holy Wars began. Bloody were these times; sordid were these affairs. The Fourth Age's genocidal campaigns paled before the mutual slaughter of these two warring Human factions.

The Seventh Age: Not until the last century of the Seventh Age did the Holy Wars at last end and the Age of Reason herald in, brought forth at last by the reemergence of both the Khazak and Starin races, who interceded an end to the Rellian crusades; and by the return of the Anshadar, who rose once more to counter the far-reaching, cosmos-shattering schemes of Lord Valthrustra and his Shadar minions.

This new era witnessed the return of the mythical champions of the Cause, the Seven Stars; their spectacular "deaths" as they fought Lord Valthrustra to a stalemate; their subsequent "rebirths" on Terra by the Will of The Dragon to rise as newborn Anshadar, and to destroy Lord Valthrustra and his Shadar minions upon that selfsame sphere; and finally their dramatic return to SenZar, and with them, the final purging Pentecost at the close of the Seventh Age during the Weirding Wars, as the very lands of SenZar transformed to suit the new era.

The Eighth Age: With their Anshadar talents to reforge even the very face of the world, the Seven Stars have ushered in a new era of relative peace, and prosperous coexistence between the various races has begun, enforced by their ever-vigilant eyes. Power struggles remain, of course, as there always shall when mortals are involved, yet each and every one of these new struggles has to pass the unforgiving test of the new alliance of the Overlord of Zengara, the Ka (of the Khazaks), and the Malakon of Petra before fruition. And since those posts are filled by three of the former Seven Stars, these pathetic attempts to renew the Old Ways are mercilessly doomed from the start.

Creator's Campaign Options: Feel free to incorporate a campaign into any of the 8 Ages, or even the prehistory era, or some distant future one. Just be sure to become familiar with what races came about when (like the "created" races, such as the Mokarr, who didn't exist until the Fourth Age). We've mapped out over 8 eras in our campaigns (just on SenZar), and we've never run out of potentials or possibilities. If you're wondering about the potentials for different Character Generation Bonuses for creating PCs in the different Ages, here's what we use:

<u>Scenario</u>	<u>Character Generation Bonuses</u>
Pre-1st Age	+20
1st Age	+10
2nd Age	+5
3rd Age	+5
4th Age	+25
5th Age	+5
6th Age	+5
7th Age	+10
8th Age-onwards	none

Note: Yes, we know—+5 sounds low, and +25 sounds extreme. The Second Age was pretty tame compared to the other Ages, and the Fourth Age was pure Hell for all concerned. (We're not even sure that +25 even begins to justify playing a campaign in the Age when the wicked, soul-devouring Shadar Lords ruled the world!)

THE WORLD OF SENZAR

SenZar: With the notable exception of its extremely active "Dragon," SenZar very much resembles Terra in land/water ratio, atmospheric content, and mass/density/gravity components. There are clearly defined polar regions, clearly defined seasons, and clearly defined geophysical/geomorphical areas. SenZar, the third planet in its solar system, revolves around a main-sequence star, Silestion, and does so in roughly the same fashion as does Terra around its own sun. However, due to the extremely active magicks inherent to SenZar, there are some *slight* variances in the "typical Class-M" parameters of the planet.

The Magick Factor: SenZar is replete with "magickal" elements, exotic materials and compounds, and a host of pan-galactic/pan-dimensional flora and fauna. Unlike Terra, with its magick-blind populace and magick-dulled environs, SenZar has a fully aware Dragon, or planetary life-force, governing it. While Terra's Dragon is, for all intents and purposes, "asleep," SenZar's version of the same is constantly brokering Magick Power to its many inhabitants, who in return constantly tinker and tamper with a multitude of potent geo/temporo/planar-shaping forces that sometimes are better left alone.

The Moons: SenZar has two visible moons in orbit around it, and a mysterious third "invisible" moon that rears its ultraviolet face only on the most grim occasions. The nighttime sky, as seen from SenZar, literally would pale the same scene on Terra. The moons, Faeyera and Kaldos, loom many times larger in the sky than does Terra's single moon. From Terra, some 6,000 stars are visible by the unaided eye. From SenZar, some 10,000 stars and other heavenly bodies are visible to the unaided eye. Were it not for the "dampening" counter-influence of the Zone of Destruction, which literally leaches the visible light from the nighttime sky, there would be a state of twilight from dusk till dawn, with no true "nighttime" sky. As it is, even on the darkest nights, the light from the nighttime sky is equivalent to that of a "full moon" night on Terra.

Moves In Mysterious Ways: SenZar began its recorded history as an intergalactic “slave planet.” This inauspicious origin is due to the behind-the-scenes work of the Death Horde, a vicious, ruthless association of pandimensional mercenaries, villains, and space-scum. The Death Horde was directly responsible for importing the majority of the races to SenZar. After conquering their homeworlds (or in some cases, after destroying their homeworlds), the Death Horde delivered the most rebellious of their slaves to their most inhumane “indoctrination center,” a polite term for “concentration camp,” to break their spirits—or simply to break them.

However, the Death Horde hadn’t prepared for the interference of a certain sleeping Dragon, who had suddenly become aware of the magick “potential” of all these new races gracing its world. Moving in most mysterious ways, The Dragon caused a rebellion to break out within the camp, and the thwarted Death Horde contingent were forced to flee for their very souls from the righteous fury of their former slaves. With no means to return to their former homeworlds, the bedraggled races soon began the arduous task of settling the primeval world of SenZar. And The Dragon was happy indeed, for with these new toys to play with, a whole new round of “Dragon Games” could begin. New hosts could be found to play the roles of either Shadar or Anshadar “immortals”; new gods could be made and new Eternals could be recruited; and, most importantly, The Dragon itself could prosper and thrive with a new collection of worshippers.

THE MOONS

Faeyera and Kaldos: There are two moons visible in the skies of SenZar. The larger of the two, Faeyera, has a diameter of approximately 3,000 miles. The average distance between the centers of SenZar and Faeyera is roughly 100,000 miles. Faeyera shines with a warm, reddish hue. The smaller moon, Kaldos, has a diameter of approximately 1,000 miles, and averages roughly 50,000 miles from SenZar. Kaldos shines with a cold, dark-blue light. (When both moons grace the skies, their combined light casts a beautiful, deep-purple light upon SenZar.) Kaldos’ extremely rapid revolutionary period about SenZar actually allows it to pass between Faeyera and SenZar twice a night. Once per year, Kaldos will pass between Faeyera thrice in a night. On this night, known as “Thrice-Jack’s Night,” it is said that the gates to the Pit are open, and that all manner of wicked creatures arise to stalk the living.

Note: Were it not for the active influence of the various “Elementals” on SenZar, the gravitic shearing forces from the moons would more than likely cause devastating tides and affect many other unsavory changes in tectonic and geomorphical forces.

The Lovers’ Moons: Legend has it that Faeyera and Kaldos were at one time mortal lovers whose mercurial, star-crossed love affair so enamored the gods to them that, upon their deaths, the gods decreed that the two should forevermore grace the heavens; eternally reenacting their mortal foibles in the skies

above SenZar. Various tales place either Faeyera or Kaldos as the one who spurned the other, depending upon the whim of the teller.

The Void Moon: The third moon is called Selene, or the Void Moon. Selene is “invisible” and unseen because that’s the way it was *enchanted* to be! Until the Fourth Age, Selene was just your average run-of-the-mill “black” moon. However, once the Shadar Lords rose to power in the Fourth Age, they deliberately enchanted the entire moon to shine in hateful, blinding, burning ultraviolet light. Its sole purpose was to destroy all life on the surface of SenZar. It did quite an effective job until the end of the Fourth Age, when the Shadar Lords were banished back to the Void. Then—and only then—could the forces of Good “hide” the baleful moon in a fantastic “Temporal Veil,” which effectively keeps Selene hidden from sight by removing it from the normal temporo-spatial flow. Sometimes, though, when events are set off, Selene will take a brief peek from her eternal tomb and wink a really hateful ultraviolet eye down at SenZar—just to remind everyone that she’s really up there.

THE SOLAR SYSTEM

The Sun & Solar System: The sun, Silestion, is a main-sequence star. It shines with a bright, warm, golden hue similar to that seen at the end of the Terran day when the sun is just about to set. SenZar is approximately 99,000,000 miles from Silestion, or slightly over 1 Astronomical Unit away. Silestion, whose name derives from the Silestion race who worship it, is host to 13 major planetary bodies (of which SenZar accounts for 4: the planet itself, and its 3 moons). The major bodies and their relative positions in the solar system are as follows:

Position	Name	# Of Satellites
1	Merkarri	0
2	Vena	0
3	SenZar	(Faeyera, Kaldos, & Selene)
4	Hel	3
5	Titan	18
6	Kronos	16
7	Blackmyre	14
8	Susseidon	9
9	Charon	1
10	Nemesis	0

With the exception of SenZar, the planets are uninhabited. (That’s not saying that there *isn’t* an occasional “outpost” or temporary “settlement” on them. There very well may be, considering the relative density of races within the “galactic neighborhood.” Not to mention the ever-present Death Horde outpost or two...)

THE CALENDAR

Time & the Zodiac: The length of the day is just a fraction of a second above 24 hours. There are 7 days in a week. There are 4 weeks in a month. There are 13 months in a year. Each month lasts 28 days. Therefore, the year lasts for 364 days. There are 13 Zodiacal Houses in the sky, and each Zodiacal House has a corresponding Zodiacal Power Sign. Each Zodiacal House corresponds to a particular month, and characters born within that particular month are considered to be “born under” that month’s corresponding Zodiacal House. There are 1,000 years in an Age.

ZMT (Zengara Mean Time): This is the standard measure of worldwide time. From Zengara, one subtracts hours when going west, and adds hours when going east. The hours, days, weeks, and months are standardized and known by most sentients on SenZar by their Zengaran names.

The Hours: There are 24 hours in a day. The names of the hours parallel the Zodiacal Houses, with the exception of the Zone of Destruction and its Power Sign, the Void, which is solely designated to the stroke of Midnight; and the stroke of Noon, which is designated by Highsun (sometimes referred to as the Source, the philosophical antithesis of the Void). The hours represent both their AM and PM slots.

<u>Time (AM)</u>	<u>Time (PM)</u>	<u>Hour</u>
00:01-00:59	12:01-12:59	The Dragon
01:01-01:59	13:01-13:59	The Dolphin
02:01-02:59	14:01-14:59	The Light Giver
03:01-03:59	15:01-15:59	The Witch
04:01-04:59	16:01-16:59	The Balance
05:01-05:59	17:01-17:59	The Demon
06:01-06:59	18:01-18:59	The Black Wyrn
07:01-07:59	19:01-19:59	The Wolf
08:01-08:59	20:01-20:59	The Eagle
09:01-09:59	21:01-21:59	The Thunderer
10:01-10:59	22:01-22:59	The Phoenix
11:01-11:59	23:01-23:59	The Tree of Life
Noon		Highsun (The Source)
	Midnight	The Void

The Weeks: There are 4 weeks in a month. The weeks are named for the interactive cycles of the two visible moons, Faeyera and Kaldos.

<u>The Weeks</u>	<u>Cycle/Activity of Moons</u>
Departure	Kaldos roams wide of Faeyera
Reunion	Kaldos circles Faeyera once per night
Courtship	Kaldos looms near Faeyera
Communion	Kaldos circles Faeyera twice per night

The Months: There are 13 months, and these are governed by the cycles of the two visible moons, Faeyera and Kaldos. Each month lasts for 28 days. Each month corresponds to a Zodiacal House and its accompanying Power Sign.

<u>#</u>	<u>Month</u>	<u>Zodiacal House</u>	<u>Power Sign</u>
1	Midsummer	The Dragon	Dracül
2	Seabreeze	The Dolphin	Marius
3	Skytears	The Light Giver	Polaris
4	Harvestfest	The Witch	Selena
5	Still	The Balance	Libra
6	Knightfall	The Demon	Al-Ghûl
7	Deepwinter	The Black Wyrn	Wyrnwood
8	Bitterwolf	The Wolf	Warwûlf
9	Windsong	The Eagle	Strattok
10	Thunderfall	The Thunderer	Arcturus
11	Skystorm	The Phoenix	Warhawk
12	Quickening	The Tree of Life	Ana-Vril
13	Starfall	The Zone of Destruction	The Void

The Weirding: After the final month of the final year of an Age, there comes a period of 9 “balancing” days that readjust the normal calendar. Because the SenZar calendar acknowledges the first year of the Age as being the “0” year, the Weirding occurs after the final day of Starfall, in the 999th year of the Age. During the 9 “intercalary” days of the Weirding, all kinds of hell break loose. The legendary “Nine Evils” are said to roam the world, seeking out the souls of the innocent to carry off to the Pit. Earthquakes, plagues, seismic waves, tornadoes, hurricanes, meteorites, comets, and other such natural disasters ravage the world. The daytime sky becomes as dark as sackcloth, and the nighttime skies rain down blood—or so the legends say. After the 9th day, the Weirding goes its way and the new Age begins.

HOUSES & POWER SIGNS

Zodiacal Houses & Power Signs: The 13 Houses and Power Signs of the SenZar Zodiac are directly associated with their corresponding months. For instance, if someone is born within the month of Midsummer, when the Zodiacal House is that of “The Dragon,” then he is considered to be born in “The House of The Dragon.” This expression is interchangeable with that of being born under “The Sign of The Dragon.” This “sign” also corresponds to the “Power Sign” of the Zodiacal House, which is the “Dracül” in this case. (The terminology is interchangeable. All that really matters is that the person know in

Cosmology

which Phase he was born, and know which House and Power Sign correspond to that particular month.)

The Houses derive their names from the constellations that dominate the sky during that particular Phase. For instance, in Bitterwolf, the 8th month, the constellation of the Wolf dominates the sky, and thus the 8th House is known as "The Wolf."

The Power Sign actually refers to the brightest star within the constellation. According to popular belief, the brightest star within a constellation is supposed to be the most "powerful" of that particular group of stars, and its influence carries over into the House that is named for its constellation.

The Zone Of Destruction: The only exception to this rule is that of the 13th House, the Zone of Destruction, and its Power Sign, the Void. The Zone was created in the pre-1st Age days when the primordial SenZar immortals fought a God War amongst themselves, very nearly destroying not only SenZar but all creation in the process. The Zone is a region of devastated space where a small portion of the Void protrudes unto the material universe. The Zone forms a partial boundary around the Silestion Solar System, making space travel extremely perilous within the SenZar System. Basically, the Zone forms a rough, torus-shaped "ring" around the outermost planet and cometary fields, and it is seen as an ominous, slowly pulsating blacker-than-black "band" in the night sky: a "Milky Way" in negative, so to speak.

THE ZODIACAL HOUSES

The following is a guide to the relevant "strengths" of the particular Zodiacal Houses. Those born in a particular House have the option to play these "strengths" to the hilt with their PC, or simply to ignore it. Remember: "House" and "Sign" are interchangeable.

The Dragon: Those born under the Sign of The Dragon are natural-born leaders, confident both in their own powers and convictions.

The Dolphin: Those born under the Dolphin are lovers of water, and of all creatures native to the seas. Love, freedom, and happiness are their lifeblood.

The Light Giver: Those born under the auspice of the Light Giver are prone to compassion, care, and good will. Enemies of oppression, those born under the Sign of the Light Giver very often will stop at nothing to see that all things live their lives free of the yoke of ignorance, intolerance, prejudice and fear.

The Witch: It is said that those born under the Sign of the Witch are born with an affinity for powerful magicks, Second Sight, and all the things of the wild.

The Balance: Those born under the auspice of the Balance are of even temperament, strong character, and firm will. Long

life and good health are strong suits of those born under this Sign.

The Demon: Those born under the grim auspice of the Demon are of strong, belligerent personalities; always eager to spread dissent, discord, and deceit wherever and whenever possible.

The Black Wyrn: Those born of the Black Wyrn are malicious, of grim demeanor, and sour disposition. It is said that those who are born under this inauspicious Sign are as dark and twisted in their hearts as the vile star, Wyrnwood, which governs them.

The Wolf: Wanderers, loners, and individuals of extreme will, those born under the Sign of the Wolf respect the freedom and free will of all living things—and they expect all others to respect the same virtues, or else pay the price.

The Eagle: Those born unto the House of the Eagle are of lofty, aloof personalities; lovers of personal freedom. Very often loners who keep to themselves, those born of the Eagle tend to avoid the suffocating confines of civilization; finding their happiness in the wilds.

The Thunderer: Those born unto the House of the Thunderer are of fiery, passionate personalities; strong, sometimes vindictive wills; and possessed of extreme physical vigor.

The Phoenix: War, domination, and conquest drive those born under the auspice of the fiery Phoenix. Conversely, in accordance with the dual-aspect of the Phoenix, those born under its Sign very often are lovers of nature, things wild, and peaceful sylvan ways.

The Tree Of Life: Those born unto this House are the lovers, givers, and caretakers of all things living. To them, all life is sacred, and should be treated as such.

The Zone Of Destruction: Very few will actually admit to being born under this Sign, for it is rumored that those who are born under the baleful gaze of the Zone of Destruction are born unto doom, destruction, and despair.



THE SPHERES

This is merely a breakdown of the many spheres of existence within the framework of the SenZar Cosmology. Getting there, of course, is half the fun—but that's what magick is for. The other half is surviving, and the particulars of surviving some of the spheres are dealt with in "Creeping Death."

What's A Sphere? A Sphere is what most other gaming systems would call a "plane." We employ both terms interchangeably, and we do this because, quite frankly, both terms are equally applicable under certain scenarios.

The Astral: Sometimes referred to as "The Spirit Realm," the Astral touches the Prime at all (or most) places, especially where sentient beings exist, for their "mana" is what perpetuates the Astral's continued existence. Creatures of the Astral are spiritual, and not physical, in nature. Chief among their number are the Deific Gods (see "The Immortal Rules"), though even the gods are outnumbered by the various spiritual entities that populate the "inner" Astral reaches, where their proximity to the Prime allows them to exist in their parasitic/sympathetic relationship with all things living.

The Dream Barrier: This is the metaphysical barrier which separates the world of SenZar from the "real world" of Terra (where most of you are located). It is typically inviolate, save by Master Warps and Primal Magicks (not to mention the Creator's approval).

The Elemental Spheres: These are, in fact, nothing more than branches and offshoots (some would say "pockets") from the Prime. The Elemental Spheres are not quite "demi-planes," but fully integrated, sympathetic spheres which owe their continued existences to the Prime. There are five Elemental Spheres: Elemental Earth, Elemental Fire, Elemental Water, Elemental Air, and Elemental Time (otherwise known as the Sphere of Time, which quite often is hogged by the Eternals as their personal playground).

The Far Side Of Shadow: This is where the Eternals make their home (see "The Immortal Rules"). Though all known realities and spheres are contiguous to this place, both entrance and egress are pacted and quite impossible for mortals to divine. Immortals, who can safely negotiate the boundaries, know better than to go there in the first place, of course.

The Pit: Again, this is nothing more than a pocket of the Prime. It is, however, a most unpleasant pocket, and not at all a fun place to be unless you are high up on the Dark Earth totem of power. Chthon makes her home here, and surrounds herself with her demonic Pit-hordes. The Pit shares the same sympathetic existence with the Prime as do the Elemental Spheres.

Note: It should be noted that both Elemental and Pit creatures can be "banished" from the Prime back to their homes, even though the fact of the matter is that these are all connected and interconnected versions of the same.

The Prime: The Prime contains the world of SenZar, its neighboring planets and stars, and, in fact, the entire "normal" universe. Sometimes this is referred to as "The Primal Sphere." Everything imaginable—all realities, all spheres—can be reached from the Prime, as all things can be reached by primal power, of which the Prime itself is ultimately composed. The majority of your adventuring career should take place here.

The Shadow World (Shadow): Just a bit out of phase with the Prime, the Shadow World, or Shadow as it is commonly known, coexists with and basically "overlaps" the Prime. Shadow touches everywhere that the Prime touches, and travel between the two is relatively simple. "The Rim" is the portion of Shadow that overlaps the very "edge" of the Prime, and from beyond that realm of pure chaos originate the horrible Shadow creatures that make Shadow such a fun place to visit. Much as it sounds, Shadow is a "reflection" of the Prime, and cannot exist without it. Shadow is sometimes erroneously referred to as the "Ether."

The Source: This is the "positive" source of all magick. Mortals cannot exist here. In fact, if your Power Attribute is less than 100, then you will instantly die, your soul snuffed permanently. Refer to "Magicks" for more info.

The Sphere Of Time: This vector-lined, pale blue colored lunatic landscape is definitely connected to (some would say "enslaved" by) the Eternals, who jealously guard its secrets. Time travelers should best beware, lest they find themselves suddenly and inexplicably stranded within the Far Side of Shadow.

The Void: This is the "negative" source of all magick. Same as with the Source. Refer to "Magicks" for more info.

Note: The Source and the Void combine metaphysically to form the Primal, which, curiously enough, is both all "immortal" magickal energies and the crux of the Prime itself. Too much positive (Source) or too much negative (Void), and you're dead. Combine the two, however, and you get nothing but pure primal, which can make you immortal.

He was pulling a fast one, but I'm faster...(Vain)

DEITIES

In the SenZar System, the deities and so-called “gods” are those immortals who have chosen the “Deific God” path of immortality. They are worshiped as gods by their followers, yet they are not truly “gods” themselves—at least in the classical sense of the word. In fact, the Deific Gods act more like parasites, acting as the brokers of the raw power that is collected by their Spheres from the worship of the gods’ followers. (There is more information on the processes of the Deific Gods in “The Immortal Rules.”)

In any event, we shall list a few examples of deities, their respective Codes, and their corresponding Blacklists, breaking them down by the races and moral-ethical aspects.

The Good, The Bad: The two ultimate forces representing “deities” on SenZar are “The Dragon” and its dual-aspect dark side, “Chthon.”

The Good Earth

The Dragon: No mere “dragon,” this is the collective life-force of the entire planet, a magickal “Gaia.” Ostensibly representing “The Good Earth,” or all things good. The Dragon is in fact rather neutral-minded, aloof, and circumspect to all things mortal. In truth, The Dragon is concerned only with immortals, or those who are destined to become immortals. The Dragon rarely, if ever, “awakens” to “notice” the actions of the common humanoid, save during times of extreme mass action, such as worldwide wars, natural disasters, and invasion from other worlds. This is probably why The Dragon, though many revere it and worship it, has no true “Priests.” The Archimage of Krystallmyst, a “title” bestowed upon an immortal who serves The Dragon, is the closest thing there is to a real “Priest” in the purview of The Dragon.

The Dark Earth

Chthon, The Dark Earth Mother: Unlike her dual-aspect counterpart, The Dragon, Chthon is quite active in the affairs of the common mortal—and extremely interested in those of the immortal. Chthon serves as the Supreme God of Darkness to the majority of “evil” races, especially those who populate the Midnight Realm. As her dark station permits, Chthon is also the absolute ruler of the Pit, the home “plane” of all demons.

Beliefs & Goals: The religion of the Dark Earth is that of fanaticism and zeal, and the ultimate goal of the worshippers is to “ascend” unto the Pit, to become an immortal thing of the Pit, and eventually to win ultimate favor with Chthon and earn a place at the Left Hand of Darkness.

Secular Structure: The Priest is the paragon of darkness, held in an almost fervent awe by all laymen. One Priest will lord it over a lesser temple, while a greater temple will be served by a full “coven” of 12 Priests and one High Priest.

Code: Priests of Chthon will serve “The Dark Earth,” whereby all things good must be persecuted relentlessly. Those who are not amenable to conversion to the Dark Earth must be destroyed at all costs.

Blacklist: All things who serve a Code of “good” are on the Blacklist of Chthon.

Holy Symbol: Though they ultimately derive from the “Thon,” the holy symbols of the Dark Earth are manifold, and diverse in expression. The Thon is expressed as a three-pronged “star” of red and black, which is worn by the “warriors” of the Dark Earth. The Arak, or the Sign of Omm, is a grotesque eight-legged arachnoid symbol of pure black on black, worn by the “spellcasters” of the Dark Earth as a token of their faith or imprinted on their person as a tattoo as a token of their zealotry. The ubiquitous “pure” Thon, or Black Blood of the Dark Earth, is a sprawling, tentacled, tree-squid-chthonic symbol of black, purple, and green, worn by the “priests” of the Dark Earth as a sign of their station.

The Phoenix Pantheon

We have included here a complete pantheon for your perusal. The Phoenix Pantheon’s primary worshippers are from the Silestion and Solarr races.

The Phoenix: The Phoenix, the Silestion and Solarr ideal of “The Dragon,” is a very active player in the great games of the gods. The Phoenix is, in fact, the actual “Dragon” of Silesia, the homeworld of the Silestions that was destroyed by the Death Horde. Through the efforts of the Silestion and Solarr peoples, the Phoenix survived its own destruction, accompanying its worshippers to SenZar where it was “reborn” again when its own essence merged with that of The Dragon. As such, they are one and the same, yet separate entities.

Silestion, The Sun: Though they do not actually worship the sun, both the Silestions and Solarr pay it homage, as it represents the sustainer of all life, and it serves as the cosmic “home” of the Phoenix.

<u>Deific Rank</u>	<u>Divine Title & Sphere Of Influence</u>
Supreme God	Warhawk, Supreme God of War
Greater God	Rynd’R, God of Honor
Greater God	Shy’R, God of Zen
Greater God	Val’a, Goddess of Love, Magick, & the Hunt
God	Mon’L, God of Vigilance
God	Zolt’R, Son of Warhawk
God	Krush’R Blok, God of Destruction
God	Vanth’R, God of the Waters
Lesser God	Silar’a, Goddess of Serenity
New God	Benn’U, the Messenger
Demigod	Shy’R’a, Goddess of Duty
Godling	Tal’a, Goddess of Peace

Explanations: As one may plainly see, the “deific rank” of the deity has little to do with that deity’s “divine title.” For instance, while Silar’a may have the rank of a Lesser God, she is indeed known as the Goddess of Serenity. Admittedly, some blasphemers may name Silar’a by her rank, instead of her divine title, and thus call her “Silar’a, Lesser Goddess of Serenity.” But no true worshiper ever would.

Miscellaneous Non-Human Deities

The following are listings of deities broken down by race. Not all persons of a race may worship the listed deities, of course. Some may choose to worship The Dragon, or Chthon, while some may choose to worship the deities of another race, or worship not at all. The “divine titles” are generic in nature, and should not be intended to indicate the “rank” of the deity.

Akir: Bor, God of Thunder. Bel, God of Thieves. Morgan, Goddess of Magick. The Four Winds. Fenrir, the Wolf God. The Frost King.

Azaar: The Great Spirit.

Demonian: Chthon.

Drakkan: The Dragon.

G’rru: The Great Spirit. The Great White Wolf.

Goblin: Chthon. Blak, God of Blood. Klum, God of the Kill. Blogg, God of Strength and Sexual Prowess.

Golgothan: Golgoth, God of the Hunt. Gotha, Goddess of the Kill. Golgotha, Goddess of Skulls.

K’ryl: The Dragon. Harmony. The Great Spirit.

Khazak: The Grim Grey Gods.

Khobold: Chthon. Namo, Supreme God of Magick. C’Saren, Supreme God of Magick. Nonak, Supreme God of Magick.

Mokarr: Chthon. Omm. Chthonius. (While Lord Valthrustra and his entire dark brood of Shadar Lords are “worshipped” by the Mokarr, they are not Deific Gods, as they have no Sphere to call their own. They are, in fact, Material Gods who are merely worshipped as gods, yet who neither gain nor grant Primal Essence due to their worship.)

Nazar Ethan: Gabriel.

Sidhe: The Dragon. The Good Earth.

Sauran: The Dragon. The Great Spirit. Sluuthgarr, Dragon God of the Wastes.

Silestion: See “The Phoenix Pantheon.”

Solarr: See “The Phoenix Pantheon.”

Starin: The Dragon. The Good Earth.

T’leel: The Dragon. The Good Earth. Poseidonus, God of the Depths.

Tauran: The Great Spirit. Anu, Lord of Heaven.

Tygor: The Great Spirit. Myyrrn, Goddess of the Hunt.

Humans, Monotheism, & Rel

or,

The God That Failed

While not every Human worships the same deity, or pantheon of deities, the majority of them do worship Rel, Lord of Light, the One God. Why? Rel is the only “god” who is, or was, Human.

Rel: At the close of the grim Fourth Age, when the wicked Shadar Lords ruled the world, a Human arose to rally the decimated remnants of Good against their dread Shadar masters. That Human was Rel, a Mystic and a Warrior who spoke of the stars, the heavens, and of how the world could be in the hands of those dedicated to the good of the common man. Rel and his Human forces, together with an alliance of Khazak, Starin, and Silestion forces, finally succeeded in routing the Shadar Lords at the close of the Fourth Age, during the Weirding. At last, the Shadar Lords were destroyed or banished to the Void, and the world was free of their iron grasp. Once things were secured, Rel ascended back unto the heavens, leaving his troops and followers to establish a new bastion of good.

So What Happened? The Rellians, filled with new hope, immediately established a new city, Arcturus, to act as their religious capital. Almost as quickly, the original dogma laid down by Rel (by word of mouth) was compiled by his slightly overzealous followers into a compendium of holies, called “The Good Book.” Rel’s original doctrines of universal harmony, peace, and love somehow were “lost in the translation,” and replaced with a paranoid, humanocentric view of faith and obedience. Soon afterwards, the Rellians, turning upon everyone but themselves, waged campaign after campaign of cleansing, purging, religious fervor; taking it hard to the “impure” (the “non-Human-looking” races) and “purifying” them in soul-cleansing (and body-burning) fire. Fueled by ignorance, prejudice, and fear, these “holy wars” soon engrossed the known world, and all but a scarce few of its peoples. Eventually, even those Humans who could not be converted to Rel (or at least the religion perpetuated by his followers) were “blacklisted,” and therefore subject to purification.

I'm Confused! So was Rel once he ascended unto the heavens to become a "deific god." Though his deific patron is unknown (some optimistic souls believe that it was The Dragon, while some cynics, in light of the horror spread by his followers during the Fifth Age and part of the Sixth Age, believe that it was Chthon herself!), whoever his patron was did not assist him once he became a deific god! There were no "helping hands" as there would be in a true pantheon of gods once Rel positioned himself in power. He was, in truth, left to his own volition, and not even Rel's legendary wisdom could have prepared him for the celestial burdens associated with godhood.

So What Happened? Once Rel chose to bond to his Sphere and assume the mantle of godhood, he was subject to the dictates of his faith, and his followers. Why? He simply did not have the power at hand to do otherwise! He had already laid down, at least to the best of his reason, the precepts of faith to be held by his followers. He had expected them to stick to them. In fact, he had gambled, in a sense, that they would do such a thing. If not, he had reasoned that, as a god, he would have had the power to help them along, guide them out of their darkness and back into the Light. But he had never been prepared to handle the task alone; and, as such, the overwhelming emotions of his faithful, their unreasoning hatreds, paranoias, and fears, became his own in time. Thus, at least in this sordid case, the *faithful made the Faith*.

Beliefs & Goals: The religion of Rel is that of fanaticism, paranoia, and zeal. The ultimate goal of the worshippers is to "ascend" unto the Light, where they can serve Rel and his heavenly minions for all time.

Secular Structure: The Priest, the Dragonslayer, and the dreaded Inquisitor define the troika of Rellian service. One Priest will lord it over a temple, while a greater temple will be served by a hierarchy of up to 12 Priests and one High Priest. The Great Holy Temple of Rel, which serves as the secular center of the faith and is located in Arcturus itself, is staffed by a college of 144 Priests, 12 High Priests, and the Highfather himself. Dragonslayers are the "questing knights" of Rel, and are held in the highest regard by all Rellians. The Inquisitors act as the "Thought Police" of Rel, and are feared by all, including the Priests, the Dragonslayers, and even other Inquisitors.

Code: Dragonslayers and Priests serve their own twisted version of "The Cause." This ostensibly has them nobly serving all things good, yet they use its sacred ideals only when it suits them. In fact, the only precept that they adhere to is that all things blasphemous must be persecuted relentlessly (see "Blacklist" below). Inquisitors follow a bizarre code of "purification," whereby all blasphemers must be purified or cleansed by consuming fire. Those who are not amenable to conversion to the faith must be purified at all costs.

Blacklist: All things which are blasphemous are on the Blacklist of Rel. This includes things of the Pit, undead, creatures, the forces of other religions, and all creatures, peoples, and things who have not sworn by the Great Golden Ankh of Rel to

uphold the Faith. "Creatures" will be destroyed, and "humanoids" will be purified. They tend to cut "Humans" who are pagans, blasphemers, or infidels a little "slack," and only "crucify" them on great wooden ankhs.

Holy Symbol: The holy symbol of Rel is the Great Golden Ankh. All faithful must have an ankh on their persons at all times. All Priests, Dragonslayers, and Inquisitors must have a high quality solid gold one on them at all times. Failure may result in purification.

The Human Race On SenZar

Diversification: Unlike the majority of the other races on SenZar, the Human race has spread to all known climes and diversified into various subcultures and city-states. Many scholars believe that this is due to the fact that the "homeworld" of the Humans was in fact more than one world, and their subsequent diversification is a result of their former polarization towards one "sub-type" of their former existence.

Ignorance, Prejudice & Fear: Or, as many scholars tend to believe, Humans did indeed hail from a single homeworld, but they imported their former prejudices with them, subsequently splitting from one another into the current mosaic of subcultures. The fact that most Humans, despite their widely varying current cultural beliefs, still tend to refer to SenZar as "Nova Eth" ("New Eth" or "New Earth") seems to suggest strongly that there was but a single homeworld. Whatever the true story, the fact remains that Humans seem to be the only so-called "civilized" race who can take pleasure in preying upon themselves.

The Main Human Cultures: The main Human cultures are those inhabiting Zengara, the Forever City, and her surrounding lands throughout the Krystallmyst Forest and Mountains; those inhabiting Rotath, the City of the Sand Kings, and her surrounding desert environs; those inhabiting Mao-Yen, the Land of the August Lords; and the Free Kingdoms, the intercontinental alliance of city-states and nations which are concentrated within the tropics and southern hemisphere. There are, of course, many Humans spread out throughout the remainder of the known world, inhabiting "humanoid" cities, as well as those who are "nomads" or "wanderers," who owe their allegiance to none.

We have a little fun terrorizing them. (Corad)

Surface Cities: The following table will list the major cities (those with 100,000 + populations) on the surface of SenZar, their approximate early Eighth Age “metro” populations, and the racial breakdown of the inhabitants.

<u>City</u>	<u>Population</u>	<u>Race</u>
Zengara	1,000,000 +	Human 77%, others 23%
Petra	1,000,000 +	Silestion 95%, others 5%
Rotath	1,000,000 +	Human 95%, others 5%
Mao Yen	1,000,000 +	Human 99%, others 1%
Arcturus	1,000,000	Human 100%
Tornharm	500,000	Human 75%, others 25%
Mordaga	250,000	Human 85%, others 15%
Thrax	250,000	Human 51%, others 49%
Morgan’s Port	150,000	Human 33%, others 67%
Akirak	100,000	Akir 75%, others 25%

Midnight Realm Cities: The breakdowns are as per above, except that only subterranean or subsurface cities are listed (and only those of 50,000 or more inhabitants).

<u>City</u>	<u>Population</u>	<u>Race</u>
Kaza Ka	1,000,000 +	Khazak 99%, others 1%
Vash Vala	1,000,000 +	Mokarr 75%, others 25%
Yzztgrash	750,000	Mokarr 75%, others 25%
Kaza Khandar	250,000	Khazak 95%, others 5%
Klaandaara	250,000	Khobold 85%, others 15%
Ssllaanathrax	100,000	Mokarr 100%
Kaza Kro	100,000	Khazak 95%, others 5%
Atláán	100,000	T’leel 100%

“Others”: Who are the “others” in the above listings? Well, on the surface, the others may be of any of the remaining races who are on friendly or non-inimical terms with the majority race. In the Midnight Realm, the others may be any of the remaining “subterranean” races, as above, with the possible exception of the Mokarr-held cities, wherein the vast majority of the “others” are in fact slaves (with either surface or subterranean origins).

For Those Not Listed: The majority are quite satisfied in maintaining their smaller settlements (such as the Azaar, Drakkan, Solar, and Starin just to name a few), and as such are not listed because they do not meet the 100,000 minimum for population, or they are in fact “nomadic” (like the Sauran) and prefer to settle not at all. With the possible exception of the “100%” exclusive cities (such as Arcturus, where the xenophobic Rellians make their home, and Ssllaanathrax, the Mokarr “secret city”), feel free to introduce the other races whenever and wherever it is logical.

Fantus deduces that he is immortal. (Fantus)

LANGUAGES

The world of SenZar abounds with the languages of many different races. Due to its unique “slave-world” origin, SenZar is one of the few worlds in known space where so many competing races have kept their homeworld’s tongues extant for so long.

The Persistence Of Language: Language changes over time. As a race grows culturally and interacts with other cultures, its people tend to pick up new phrases, terminologies, and even slang which they then incorporate into their own language. While this indeed has occurred on SenZar, the passage of time has not seen an overwhelming metamorphosis of the majority of the languages. Perhaps this is due to the fact that the majority of the races on SenZar were reluctant to give up any shard of identity which connected them to their former homeworlds, and thus they kept their former languages basically intact down through the long millennia.

“High” & “Common”: There are, of course, some languages which have their “High” and “Common” (or, alternately, “Low” or “Vulgar”) varieties. Their basic grammatical structure remains essentially the same; progress has not totally altered the essence of the language, though it has in some cases changed some elements of pronunciation, inflection, and vocabulary. As such, it is possible for a speaker of one to understand another, yet for full fluency, one must learn the specific “High” or “Common” version.

Acquiring Languages: There are a lot of different languages (as well as some dialects of these languages) used on SenZar. Languages are acquired as “Skills” (refer to the “Skills” section for more information on this), and are relatively cheap for their convenience. So be sure to pick up at least a couple of the major ones—especially “Zengaran,” or “Common,” which is the most widely spoken language on SenZar. After all, there are times when it may be inconvenient, impossible, or downright rude to cheat and cast that “Translate” spell.

SPEAKING IN TONGUES

Azaar: The Azaar tongue is a most expressive, emotional language. Rhythmic and musical in form, Azaar is traditionally spoken by “The People of the Trees,” the Azaar, who proudly keep the name of their people as the name of their language.

Typical expressions in Azaar involve the use of causals, or relational concepts. For example, words such as “Mojo-Mazumba,” the name of the Azaar great four-handed sword, translates as “The great magick of Mazumba”; Mazumba being the legendary Azaar warrior who first forged the great four-handed blade. Common names of people, places, and things typically are granted in a manner which directly associates the name with a particularly relevant event or desired quality of being; such as the common Azaar name “Shaqazaar,” which literally translates as “Mighty warrior of the People of the Trees”; or “Talashar,” which translates as “The Rite of Passage.” Azaar is both spoken and written.

Languages

Common: “Common” is the generic term for “Common Zengaran,” the most commonly used language on SenZar. The majority of races who trade with Zengara employ it. Common is both spoken and written.

DarkSpeak: This is the “Common” language of the dwellers of the Midnight Realm, much as Zengaran is the Common of the surface world. However, unlike Zengaran, DarkSpeak is usually spoken only by those who are in league with the Dark Earth. It is sibilant and generally unpleasant to hear. There are, however, certain aspects of it which lend itself to stunning, surreptitious revelations, pacts, and dark bargains. DarkSpeak is both spoken and written.

Dracül: The language of the dragons and dragon-kin, Dracül is a sibilant, flowing tongue which is difficult for most Humans to comprehend. Described by some as sounding “like a snake sizing its prey up for dinner,” Dracül ranges from soft, barely audible hisses to earthshaking, dinosaur-like roars. Dracül is both spoken and written.

Druus: The forbidden language of the Shadar Lords, Druus is a throat-blasting, phoneme-throttling language devoid of subtlety, tact, and form. Druus gets right to the point better than any other true “language.” There are more ways to say “kill” in Druus than in any other known language. While the Mokarr may understand this hellish tongue, they are forbidden to speak it. Only those rare few who have risen to prominence within the Midnight Realm may dare utter Druus. It is rumored that no surface-dwelling mortal may speak Druus and live. Druus is both spoken and written. Due to its relative power (and the fact that most Mokarr cower when confronted by those who dare speak it), Druus typically is taught only to those who have proven themselves before Chthon and the Dark Earth.

G’rr: The language of the G’rru, G’rr is characterized by vocal expression ranging from soft yips to deep, throaty growls. The nonverbal portion of G’rr consists of a host of silent body-posturing movements, eye-to-eye contact, and pheromonal communication, which no non-G’rru can truly master save by magickal means. G’rr has no written component.

Galacta: This is the “Common” tongue of Free Space. It is used as a common-ground form of verbal and written communication by most civilized spacefaring races. Curiously, Galacta resembles a variation of Common Zengaran, and as such is readily understood by speakers of both (though some things may be lost in translation). Galacta is both spoken and written.

Gash: The guttural, fart-noise and grunt-laden tongue of the Goblin race, Gash is good only for promoting the most direct violent ideas, rapacious thoughts, and unwholesome deeds. Few but Goblins ever speak it in public. Gash is both spoken and written (but not written very well, mind you).

Goth: The secret language of the Golgothans, Goth is characterized by serpentine hisses, gnashing chelicerae, and a form of

clicking not unlike that of an insect, or possibly like that of a ram-bunctious dolphin. Goth is never taught to outsiders, on pain of death. Goth is both spoken and written.

Jotun: This is the language of the giants and giant-kin on SenZar. It is a harsh, simple, direct tongue; replete with many glottal, or throaty, expressions. The written component of this language involves the use of runes, which serve as a fairly efficient alphabet. Akir speak and write this tongue. Jotun is both spoken and written.

Khâz: The gruff, get-to-the-point tongue of the Khazaks, Khâz wastes no time with small-talk. It is gruff, hearty, and as subtle as a sledgehammer in delivery. Khâz is both spoken and written.

Myyrrn: Like G’rr, this form of communication has both verbal and nonverbal aspects. The verbal aspects may range from soft purring sounds to loud roars, while the nonverbal aspects run the gamut from body-language to pheromonal communication. The nonverbal communication is almost impossible for most other races to duplicate without magickal means. Myyrrn has no written components.

Sidhe: This lisping, ethereal tongue is the most ancient language on SenZar. Spoken by the “servants of the Good Earth,” Sidhe is the “good” equivalent of Druus. Sidhe is both spoken and, rarely, written (in silvery, flowing runes). Those who can speak Sidhe can communicate, albeit only in the most elemental way, with all “normal” creatures of the wild. Due to its relative power, Sidhe is typically only taught to those who have proven themselves before The Dragon and the Good Earth.

Silent Speech: Silent Speech is a means of unobtrusive, stealthy communication. Surprisingly, both the surface-dwelling and Midnight Realm versions resemble one another. As such, Silent Speech is one of the few languages that transcends racial boundaries. With the exception of a few dialectical variances among the different races, it may be fairly well understood by all who use it, despite their cultural differences. Silent Speech has no true verbal or written components.

Silesian: This honor-heavy language has two components: Common Silesian, or simply “Silesian,” and High Silesian. Both are spoken and written.

Common Silesian: The tongue of the Silestions, Common Silesian is rich with battle- and honor-heavy terms. Surprisingly, considering the bellicose history of the Silestion people, Common Silesian contains an extremely descriptive, almost delicate vocabulary. Common Silesian is proudly spoken by all Silestions, regardless of personal wealth or station.

High Silesian: This ancient form of Silesian, spoken almost exclusively by the Solarr, is replete with regal, officious expressions. Despite that, it is in no way an “effete” tongue, and it is spoken with pride by the Solarr. High Silesian has more expressions for “snake,” the Solarr’s most hated foe, than any other tongue, including Dracül.

Sslurr: This slow, ponderous, hissing and grunting language resembles a primitive form of Dracul, and one who speaks one may understand the other with a fair degree of comprehension. This is the language of the Sauran, and it is as constant and unchanging as is their proud, but ponderous, wasteland-dwelling race. Spoken Sslurr is almost always accompanied by a slow, deliberate motion of the speaker's hands. Sslurr is never written.

Starin: Starin has two varieties: Common Starin, or simply "Starin," and High Starin. Both are spoken and written.

Common Starin: This is the common tongue of the Starin. It is beautiful, expressive, and almost musical in nature. It shares many words with Sidhe, from which it derives a large portion of its vocabulary. Even the most hateful phrase in Common Starin sounds like soft, innocuous music to the uninitiated.

High Starin: The ancient tongue of the Starin, High Starin is spoken only during times of ceremony or lamentation. Strangely, it shares a few ancient words with Valayan, though these words are rarely understood by those who lack technological experience.

StreetSpeak: This is the vernacular of the many thieves, goons and criminals in Zengara's Thieves' Quarters. Expressions such as "snife" (to steal; it rhymes with "rife"), "get-acquainted" (a clandestine meeting), and "canvass of black" (a particularly grisly assassination) litter this most confusing, jargon-heavy cant.

T'leel: The musical song-language of the sea-dwelling T'leel, this tongue may be used to communicate great distances underwater. To the casual listener, T'leel resembles the clicking speech of dolphins and the majestic burbles and groans of whales. T'leel is spoken, and, surprisingly, has a form of "written" communication. This "written" component consists of stylus-impacted ideograms, presented very much like musical tablature.

The Mindtouch: "The Language of the Gods" is the universal telepathic speech of the immortals, and as such is normally beyond the grasp of most mortals. It is covered in detail in "The Immortal Rules."

Valayan: Whereas Galacta may rightly be called the "Common Speech" of space, Valayan may be called the "High Speech" of the spaceways. It is the official tongue of the Valayans, the "Starin" of space, and is widely spoken by the upper-crust of the Valayan Alliance, as well as by the most elite souls of Free Space. Valayan is both spoken and written.

Zengaran: This is the language of the cosmopolitan metropolis of Zengara, the Forever City. Zengaran may be broken down into two distinct dialects: Common Zengaran, and High Zengaran. Both are spoken and written.

Common Zengaran: A language much like Terran English, Zengaran is a constantly growing tongue, evolving new phrases, expressions, and idiomatics as the varied cultures and subcultures of Zengara incorporate pieces of their own native languages into the mainstream.

High Zengaran: This lofty, expressive dialect, replete with formal-sounding "thees" and "thous," resembles Shakespearean English at its height. It is the preferred means of communication among the well educated, the titled, and the rich.

TITLES & RANKS

Titles & Ranks in the SenZar System have three common progressions: royal, military, and secular. The following are examples of but a few of the multitudinous titles and ranks one may encounter on the "intergalactic melting pot" world of SenZar.

Royal Titles: Royal titles either are bestowed upon an individual by the ruling body of a country, state, or city-state, or are hereditary and passed down from generation to generation.

<u>Human</u>	<u>Silestion</u>	<u>Khazak</u>
Overlord	Malakon	Ka (The Underking)
Lord/Lady	Prince/Princess	Heir to the Throne
Duke/Duchess	Lord/Lady	Lord/Lady
Marquis/Marquise		
Count/Countess		
Viscount/Viscountess		
Baron/Baroness		
Noble (Sir, Madame)		

Royal titles for Humans apply specifically to Zengara and her close allies, who when combined represent about one-third to one-half of all Humans on SenZar. There are, of course, many variations on the theme, and a consultation of any reputable encyclopedia will provide the interested Creator and Player alike with permutations on the royal peerage (such as "emperor," "sultan," and the like). Royal titles for Humans are not strictly hereditary, and may be earned, won, or even bought if the price is right.

Royal titles for Silestions are almost exclusively hereditary, though the title of Malakon may change lineage and bloodlines should the old Malakon pass away without an heir, or lose a personal combat with a Silestion challenger. Unlike Human titles, which may be granted at almost any time to almost any race, Silestion titles are rarely granted to non-Silestions. This may be due to the fact that the title itself must be "won" through trial of combat—and Silestions adhere to extremely high standards so far as combat goes.

The Khazak title of Ka is appointed by a council of the leaders of the individual Kazas, or clans, of the Khazak race. After the Ka himself (or herself), there is no true "royalty" save that of the leaders of the Kazas themselves, who are dubbed "Heir to the Throne" (if only because, come next Ka-appointment time, they may find themselves thrust into his vacant position by their peers). It should be noted that the leaders of the individual Kazas are sometimes called "Kaza-Ka," or "leader of the clan." This is not to be confused with the term "Khazak-Ka," or "the leader of the Khazaks," which is the formal appellation for the "Ka."

Titles & Ranks

Military Ranks: Military ranks are most commonly earned through service to a military organization, and are bestowed by a stringent system of merit. On SenZar, a modification of the Silestion style of military organization has become the most commonly used in the civilized world. This “force unification” came about as a result of the confusion from the combining of Human, Silestion, and Khazak forces during the Weirding Wars, and has since become the common standard for the “good” and “civilized” forces.

<u>Sea Forces</u>	<u>Land Forces</u>	<u>Special Forces</u>
Warlord	Warlord	Warlord
Lord	Lord	Lord
Admiral	General	Force Commander
Captain	Colonel	Team Commander
Commander	Major	Strike Commander
Lieutenant	Captain	
Ensign	Lieutenant	
Master Chief	Sergeant	
Chief	Corporal	
Sailor	Soldier	

Sea Forces correspond to the Terran version of the Navy, while Land Forces correspond to the Terran version of the Army. Special Forces encompass the broad spectrum of Sea, Air, and Land Forces, somewhat similar to the Terran special forces versions of the Marine Force Recon, Army Rangers, and Navy SEALs. The Special Forces are the elite of the elite, and their missions may range from behind-the-lines reconnaissance, hit-team infiltration and termination, to (rarely) front-line shock-troop devastation. They normally are recruited from the Sea and Land forces, and they retain and progress in their respective Force’s rank until they achieve the Commander or Major rank, when they are at last “accepted into the fold,” and gain their new Special Forces rank (which would be Strike Commander, instead of Commander or Major).

Though the Dark Earth version of the conventional military force is anything but conventional (or strictly “military,” either, as they’re all practicing religious zealots faithful to Chthon, the Dark Earth Mother), it is more appropriate to list them here within the military ranks than within the secular ranks—if only because they function as the militaristic hand of darkness itself rather than its head.

The Dark Earth Special Forces

Warlord
Lord
First Fang
Second Fang
First Talon
Second Talon
Third Talon
Fourth Talon
Fifth Talon

The Dark Earth forces base their military organization exclusively upon a special forces style of organization. Therefore, what the forces of darkness may lack in sheer numbers as opposed to their

“good” counterparts, they more than compensate for with their highly specialized, superior (?) training.

Military Rank & Level Of Experience: For the Creator who wishes to employ a system that plugs a character into a certain rank due to his level of experience, feel free to use a “1 rank per every 2 levels of experience” guideline for establishing the character’s relative military rank (or his relative level if you’re doing it backwards, like for some nasty NPC).

Example: Let’s say that a brand new Shy’R Warrior PC wants to stick around Petra (the Silestion capital) and join the Silestion Special Forces. Fine, but he must prove himself first in one of the “other” services. Let’s say he chooses the Land Forces. If he’s 1st level, then he’ll probably be commissioned as a lowly Soldier, and he’ll have to work his way up the ranks (at roughly 1 rank per every 2 levels he gains), until he’s ready to join the Big Boys. Roughly speaking, he’ll earn his true “Special Forces” rank (as “Strike Commander”) when he reaches 10th level or so.

Secular Titles & Ranks: Secular titles and ranks are bestowed by a religious, societal, or magickal organizations.

Religious Titles & Ranks:

<u>Church of Rel</u>	<u>Temple of the Phoenix</u>	<u>Temple of the Wyrn</u>
Highfather	Grand Seeker	Dark One
High Priest	High Seeker	High Priest
Priest	Seeker	Priest
Cardinal	Wayfinder	Servitor
Bishop		Disciple
Father		Acolyte
Prelate		Initiate
Brother		Chosen

Societal and Secular Titles & Ranks:

<u>The Assassins’ Guild</u>	<u>The Thieves’ Guild</u>
The Thin Man	The Big Boss
Master Artist	Crime Boss
Artist	Boss
Producer	Master Thief
Director	Thief
Patron of the Finer Arts	Goon (Cutpurse, Burglar, etc.)



COMBAT!!!

Combat in the SenZar System is broken down into a 10 second **Combat Round**, which is subdivided into 10 one-second **Phases**. Phases become **Action Phases** only when dealing with the character's "number of attacks."

1 Combat Round = 10 seconds.

1 Phase = 1 second.

1 Combat Round = 10 Phases.

Action Phases: All characters begin the game with **1 Action Phase**. This Action Phase allows the character to attack, defend, cast a spell, use an item, and/or move. Every character with 1 Action Phase acts on Phase 1 of the Combat Round. If the character has 2 Action Phases, then that character can act not only on Phase 1 but also on Phase 2 of the Combat Round (and so forth with additional Action Phases).

Additional Action Phases: Characters with professional and Semiprofessional Combat gain additional Action Phases when they make certain levels. Though both begin with but 1 Action Phase at 1st level, they gain an additional Action Phase at the levels indicated below:

<u>Combat Progression</u>	<u>Extra Action Phases At (Level)</u>
Professional	5th, 10th, 15th, 20th
Semiprofessional	10th, 20th

Thus, a 10th level Character with Pro Combat would have 3 Action Phases, while the same 10th level Character with Semipro Combat would have 2 Action Phases.

Note: The progressions are valid only up to 20th level, where Pro Combat maxes out at 5 Action Phases, and Semipro Combat maxes out at 3 Action Phases. Only immortals may bend or break this ceiling (see "The Immortal Rules" for more information).

Professional & Semiprofessional Combat Progressions:

As with Action Phases, both Pro and Semipro Combat provide different progressions for gaining additional +s to one's Combat Values (both Attack and Defense Values). This applies to the "Base Combat Values" for both AV and DV, and may be further modified by high DEXs and/or certain artificed items, spells, magicks, and other such affects.

<u>Combat Progression</u>	<u>Combat Value Bonuses</u>
Professional	+1 CVs per level
Semiprofessional	+1 CVs every 2 levels

Note: The Pro bonuses begin to accrue at 1st level, while the Semipro bonuses begin to accrue at 2nd level. Thus, Pro would yield +1 at 1st, another +1 at 2nd, and so on; Semipro would yield a +1 at 2nd, another +1 at 4th, and so on. This will continue until 100th level, if the character lives so long.

Action! When combat is called for by the Creator, the Combat Round begins with Phase 1, progresses all the way down to Phase 10, then loops back over to Phase 1 (if anyone's still left to fight, that is).

Who Goes First? In Phase 1, the character (or bad guy, or thing, or whatever) with the highest Speed Attribute goes first—followed by everyone else in descending order of Speed. After all Action Phases are taken in Phase 1, Phase 2 begins and the process is repeated (if the characters have 2 Action Phases, that is; otherwise, they have to wait until Phase 1 of the next Combat Round to act). Ties in Speed can be resolved by rolling a d20, or can indicate simultaneous actions if the Creator sees fit.

What Can I Do? Characters may elect to move, attack, defend, flee, cast spells which take 1 Phase to cast, begin to cast spells which take more than 1 Phase to cast, use items, take potions, use skills, etc. If the situation merits it, the character can forego the normal route and choose to "Defer" his Action Phase.

Defer: Characters can choose to Defer and take their Action Phase on a later Phase within the Combat Round. For instance, if the character is unsure about who or what to attack on Phase 1 of the Combat Round, he can Defer his Action Phase until Phase 2 of the Combat Round, when things may become clearer to him. The character then will act on Phase 2 at his own SPD.

No "Carry Over": Characters who choose to Defer their Action Phase until a later Phase within the Combat Round cannot "Carry Over" their Action Phase into the next Combat Round. If they choose to Defer their Action Phase, they must take their Action Phase by Phase 10 of the Combat Round, or else that Action Phase is forfeited.

Combat Spellcasting: During his Action Phase, the spellcasting character may elect to cast a spell. The Casting Time of the spell in question must be consulted to determine the time at which the spell "goes off."

Note: Typically, a 1st Order spell will go off in the same Action Phase that it was cast, and at the same Speed of the caster. 2nd Order spells will go off the following Phase, at the same Speed of the caster, and so on. For more info on the particulars of Casting Time take a look at the "Spells" section.

Ranting & Raving: This most interesting (and sometimes most annoying) "attack" is nothing more than a way for both Good Guys and Bad Guys alike to vent their combat frustration vocally. It takes no Action Phase to execute. It may be done at any time in the Combat Round. With it, your character can taunt the Bad Guys all he wants, and vice versa.

Note: Some Ranting & Raving can actually trigger some of the victim's Karmic Manifestations, so be wary of whom you taunt and how mercilessly you taunt them.

The Presence Attack: When your character wants to let some Bad Guy know who "The Man" is, he can announce that he's going to spend an Action Phase to launch a Presence Attack. The sheer power of the character's PRE can empower him to temporarily stun, shock, intimidate, or in rare cases even to break the resolve of his opponents.

Combat

Once the character decides to launch the Presence Attack, he usually enforces the attack by some display of his fighting prowess; by some display of Magick Power; by Ranting & Raving; or simply by “announcing” his sheer Presence by simple silence. The character then must make a PRE Save. If he fails it, then the victim or victims probably will laugh in his face. If he makes it, however, the victim or victims each must make a PRE Save modified by however many points the character made his own PRE Save by! The reactions of the victims who fail the modified PRE Save are as follows:

Failed PRE Save By Reaction

1-4	victim cannot act until SPD 0 of his Action Phase
5-9	victim's Action Phases are pushed back 1 Phase in the Combat Round
10-19	victim loses entire Combat Round
20 or more	victim immediately flees

The Presence Attack can affect any and all sentient beings who witness the display. With a “mass” version of this, the attacker can “designate” up to 1 victim per point of his own PRE. The Creator has the option to give additional modifiers to the victim's Saves based upon the sheer wickedness of the attacker's Presence Attack delivery.

Note: Presence Attacks will never affect those who are Immune To Fear, those who possess Mind Mastery, or, possibly, those who suffer from Total Stupidity.

Movement

CMR (Combat Movement Rate): This is simply the normal rate of “combat” movement. For instance, the standard “Human” CMR while in combat is 5 hexes per Action Phase. Some of the other races may have different categories of CMR (like for flying or swimming), or a superior or inferior racial CMR. Refer to the “Races” section for more info on their particular CMRs.

Combat Movement: During his Action Phase, a character may elect either to attack/defend from his present location, to make a **Half Move** and then attack/defend, or to make a **Full Move**. The Full Move will disallow any “attack” by the character, save for an all-out charge.

Full Move = CMR

Half Move = ½ CMR, rounded up

For instance, the standard “Human” CMR Full Move allows movement of up to 5 hexes, while the standard “Human” CMR Half Move allows movement of up to 3 hexes.

Note: 1 hex = 2 meters, or just a little over 6 feet (or 10 feet, whatever). We suggest that Movement only be used if the Creator is allowing the use of miniatures (and “Hex Paper,” or “Hex Diagrams”), and only if the Creator is prepared to deal with the frenetics of employing such FRP accouterments. (We must admit that we do like to use them ourselves—especially for “mass combat” scenarios, when it actually helps to “set the scene.”)

Non-Combat Movement: This is the standardized “non-combat” movement rate based upon the character's Combat Movement Rate. There are a couple of different factors to consider when employing the Non-Combat Movement Rate. The first is the character's (or thing's) CMR for *only a single* Action Phase (no multiple Action Phases, in other words, even if your character has them). Once you have this value, simply multiply it by the appropriate factors below to determine your character's Non-Combat Movement Rate.

Movement Type

Wicked Terrain
Swampy or Nasty Terrain
Rough Terrain
Normal, Easy Terrain
Fair weather Flying
Bad weather Flying

Factor

up to X1 CMR in miles/day
X2½ CMR in miles/day
X5 CMR in miles/day
X10 CMR in miles/day
X10 CMR in miles/day
var. from none to X10 CMR in miles/day (Creator's choice)

Note: The above table assumes a full “12-hour” or so day of almost constant movement. Feel free to improvise whenever and wherever appropriate.

“Slowest Guy” Note: Groups will tend to travel at the best speed of the slowest guy (or thing) in their party. Keep it in mind.

Hack & Slash: Once the Combat Round progresses down to the character's turn, the character may elect to attack his opponents. If the character attacks, the opponent may elect to dodge the attack, parry the attack, or stand there and take it. In any event, it's time to consult the character's Combat Value...

COMBAT VALUES

Combat Value: In the SenZar Combat System, combat revolves around the “Combat Value,” or CV. The CV is expressed as a number (which hopefully is a positive one), and this number represents the relative combat skill of the character. The CV is further broken down into Attack Value (AV) and Defense Value (DV). Thus, the CV is the “base” from which both the AV and the DV derive.

**CV = Character's Pro or Semipro Combat bonuses
+ any applicable DEX Bonuses
AV = CV + any applicable AV Bonuses
DV = CV + any applicable DV Bonuses**

CV Note: The CV bonus for high DEX is found on “The Master Table.” The character's combat progression (Pro or Semipro) is found in the character's profession listing.

Example: A 10th level Dragonslayer who has Pro Combat (+1 CV per level) and a DEX of 15 (+5 CV Bonus) has a CV, AV, and DV of 10 + 5 = 15. Now, if he were armed with a blade which added +5 AV and a shield which added +3 DV, he would have a CV of 15, an AV of 20, and a DV of 18. Well, let's explain it a bit more:

Professional Combat: Characters add +1 to their CV (both AV & DV) every level, beginning at 1st (then at 2nd, 3rd, and so on).

Semiprofessional Combat: Characters add +1 to their CV (both AV & DV) every two levels, beginning at 2nd (then at 4th, 6th, and so on).

AV & DV: The CV is further divided into “Attack” and “Defense” Values, or AV and DV, respectively. The Attack Value, or AV, is used to determine the character’s offensive combat capabilities, while the Defense Value, or DV, is used to determine the character’s defensive combat capabilities. All characters begin the game with their “CV” bonus for having high DEX, and all characters with “Pro” or “Semipro” Combat actually increase their AV & DV as they make levels. Both AV and DV can be modified.

CV Modifiers: AV and DV can be modified under certain conditions. Certain spells or spell-effects will alter both the character’s AV and DV, and certain magick items may provide AV modifiers while certain magick items may provide DV modifiers (see “Artificing” and “Things Magick” for more info).

If the character is not proficient with a weapon, he will suffer a “nonproficiency” penalty to both his AV and DV for as long as he uses that weapon, until he buys the “Weapon Training” skill for that particular weapon. Conditions of “Surprise” can be devastating.

Attacks from the “rear” will incur a penalty to the character’s DV (unless the character has the Special Power “Combat Sense,” that is). (In the SenZar System, there are no “flank” attacks, only “rear” attacks. These encompass attacks that land on the “rear 180 degree sector” of the victim. In other words, whatever is within the “front 180 degree sector” of the target will attack from his “front,” and he will receive no DV penalties, while whatever is in the “rear 180 degree sector” of the target will attack from his “rear,” and he will be penalized accordingly. The target will only lose his DEX bonus, if any, so it’s not really that much of a penalty. This assumes, of course, that the victim is “aware” of his attackers—which is why he still receives his full DV, even though the attack is from the rear—but that’s what CV is all about. Attacks by “Surprise,” however, which can come from *any* sector, will reduce even the most impressive CVs to nothing!) The following are but a few of the many possible CV modifiers:

<u>Combat Scenario</u>	<u>Combat Modifiers</u>
Nonproficiency	½ AV, ½ DV; rounded up
Devastating Critical Hit	-10 to all CVs until fully healed
Surprised	0 AV, 0 DV
Fighting Blind	½ AV, rounded up; 0 DV
Rear DV	Total DV - DEX Bonus

Note: “Fighting Blind” refers to any combat which deprives the character of his normal visual capabilities, as well as any involving unseen or invisible opponents.

Size, Mass & Combat Values: This is a standardized Defensive Value Bonus or Penalty modifier, based upon the somewhat lazy notion that the majority of creatures in your campaign fall within the “Average” range, and that it’s quite a bit easier to hit Voom than it is to swat that cute little Nature Spirit. In other words, if your Human PC (who’s probably “Average”) swung at a “Large” creature (or PC—some of them can grow that big!), then that creature would suffer a hefty -2 to its DV; a hack at a “Puny” creature just might miss, however, as the creature would gain a nice DV Bonus of +10, simply for being so tiny!

<u>Size</u>	<u>Mass Range</u>	<u>DV Bonus/Penalty</u>
Puny	less than 1 oz	+10
Tiny	less than 1 lb	+5
Small	1 to 50 lbs	+2
Average	50 to 500 lbs	0
Large	500 to 5,000 lbs	-2
Huge	5,000 to 10,000 lbs	-5
Gigantic	10,000 + lbs	-10

Note: Do this for the PCs. The monsters in “Creeping Death” will already have their Defensive Values adjusted. For more info, see “Creeping Death.”

The Hit: To determine the success of a blow, the character pits his Attack Value, or AV, against his opponent’s Defense Value, or DV. The easiest way to determine the outcome of a blow is to take the character’s AV, add the result of the character’s d20 “to-hit” roll, then subtract the opponent’s DV.

$$AV + d20 - DV = \text{Result of Hit.}$$

Hit Results: There are several different possibilities for the Hit Results; each based upon the relative “amount” of the hit.

below 0 and up to 9 = Miss
10 to 19 = Normal Hit
20 and above = Critical Hit

Miss: The Miss result means that the blow fails to inflict a hit upon the opponent.

Normal Hit: The Normal Hit result means that the blow inflicts normal damage upon the opponent.

Critical Hit: The Critical Hit, or “Crit,” result means that the blow was truly titanic, and as such inflicts 2X normal damage upon the hapless opponent. Also, the victim of a Crit must Save vs. Con or the victim will be considered to be “Devastated.” This state incurs -10 to all of the victim’s CV Rolls, Skill Rolls, and Saves until the damage from that wound is fully healed!

Critical Hit = 2X normal damage

Victim of Critical Hit = Save vs. CON or be Devastated
Devastated Critical Hit = -10 to all CV Rolls, Skill Rolls & Saves until damage from wound is fully healed

Combat

The Natural “20”: If the character rolls a natural “20” on the d20 for his AV roll, then the damage is considered to be the maximum possible damage for that type of hit (whether it is a normal hit or a Crit).

The “Sweep” Attack: If you’re faced with multiple opponents who are all within range of a single normal attack you can—if you think you’re lucky or good enough—attempt to attack all of them with a single blow! The Sweep Attack will allow this, but it’ll be difficult to employ successfully, even for a highly skilled, high-level combatant.

Quite simply, the character must state his intention to employ the Sweep Attack, then he must make a single “Sweep Attack” AV Roll. The roll is computed normally for the first victim. If it hits the first victim, then the mighty Sweep Attack keeps going and the second victim is attacked in the same Action Phase. The initial AV Roll is then modified by -10, and applied to this second victim. If it hits him, then it continues on to the next victim (if there is one), only at a -20 this time. This will continue until any one of the victims is missed, which will immediately cease the attack, or until all victims within the range of the weapon are struck. Each victim after the first incurs a cumulative -10 to the initial AV Roll.

Any hits are computed as normal during the Sweep Attack. Therefore, if a “Critical” is computed for the second victim (it’s entirely possible, mind you), then that victim will take the damage of a Critical Hit.

The Sweep Attack can cover an impressive 180 degrees of motion, if necessary. The actual total number of victims which can be struck with this attack is left to the sordid imagination of the Creator.

Sweep Attack = normal AV to first victim; a cumulative -10 to each and every victim after the first.

Pulling The Attack: This combat maneuver allows the character to cause less damage with his attack (like for those rare cases when he doesn’t want to splatter his opponent all over the place). To affect the so-called “pulled attack,” the character must state his intention to do so before he makes his attack. He then rolls at the standard Non-Proficiency minuses for the attack. Should he land a hit, he then rolls his damage as normal—but he gets to choose exactly how many points of damage he wants to apply to his victim! Therefore, if he rolls, say, 50 points of damage, he can choose to apply the full 50, pull it back a bit for 25, or even pull it all the way back down to 1 or even 0.

Pulling The Attack = Non-Proficiency penalty to hit; once hit, apply as much damage as desired

Inflicting Stun Damage: For those times when death is not called for, Stun Damage may be necessary to whip the opponent into compliance. To cause Stun Damage, the character must state his intention to do so before he attacks. Then he must attack at the standard Non-Proficiency minus. All damage is

applied as normal, and treated as Stun Damage (the details of which are explained in “Stun Damage”).

Stun Damage = Non-Proficiency penalty to hit; all damage caused is Stun Damage

Combat Slobs & Immortals: Sometimes, not even a “perfect” 20 on a d20 will result in a hit, and sometimes not even a dismal 1 on a d20 will result in failure to hit. Exactly what should the Creator do when Combat Slobs take on immortals? Should combat be so absolute? Here are some suggestions:
Option 1: Tough cookies. That’s combat.

Option 2: A perfect, natural 20 should hit *any* DV, and a dismal, natural 1 should miss *any* DV. Fumbling the weapon on a natural 1 is entirely optional here, and should at least invoke a DEX Save to see if the Combat Slob can hang onto his feeble weapon.

Option 3: Burn a Fate Point to hit that super DV that you can’t otherwise hit. No Crits allowed, of course.

Note: Creators should feel free to use any or all of the above suggestions, or ignore them.

Called Hits: A Called Hit is a hit to a specific location of the victim’s body, such as his right eye, left hand, right kneecap, nose, etc. The Called Hit is only effective if a Critical Hit is rolled, and then only if the victim fails his CON Save. Should these conditions be met, however, the victim will *permanently* lose the use of the location that has been “called.” Arms will fly off, eyes will go out, ears will plummet, etc., from the hapless victim. As such, if the character is lucky enough to “call the hit,” then “land it,” and if the victim is unfortunate enough to “fail his Save,” then lots of “sick, gross, gory, yucky” things can happen.

Note: The rules for being “devastated” under the Critical Hit will apply here, too.

Called Hits 2: Optionally, the Creator may allow hits to be called in some unusual circumstances—like if someone is holding a Soulgem in his hand, and you really want to knock it out of his hand before he sucks you into it. In this case, the Called Hit must be stated, then the character must make a successful Critical Hit vs. the victim’s DV. The victim may be allowed a Save vs. STR (or SPD or DEX, in certain circumstances) to retain possession of the item. If not, or if the Save is failed, the offending item is considered to be dropped, knocked away, or even destroyed.

Note: The victim is not damaged by this option. Stunned or embarrassed, perhaps...

The Dodge: Those attacked may elect to burn an Action Phase and dodge the attack. This is a fully defensive maneuver, and no attack may be made while dodging. To succeed, the victim of the attack must state that he is dodging *before* the attack is made on him. (And yes, victims with SPDs lower than their attacker who don’t act until later in the Phase can elect to dodge even a much quicker opponent.) Then, the victim must make a Save vs. DEX. Success indicates that the attack misses the victim, and that no damage is done. Failure indicates that the victim’s DV should be considered as “0” for that Phase (and this means that the guy swinging at him in the first place will probably hit him!).

Dodge = Save vs. DEX; failure means DV 0 for that Phase

Note: Only those with the skill "Acrobatics" can dodge more than one attack per dodge. (Those with Acrobatics can elect to dodge about for an entire Phase. Those without it can dodge only one attack per Phase.)

Dodging Magick: It is possible to dodge those magickal attacks which require the spellcaster to make an AV roll. Also, it is possible to dodge out of the intended AOE of a spell or spell-effect, provided the character can make it out of the AOE before the spell goes off. (This does not act as the physical dodge, where slower victims may still attempt a dodge.)

The Parry: When attacked, the victim may opt to parry (catch, deflect, or check) his opponent's attack. As with the dodge, the parry attempt must be stated before the attack is actually made. The victim must burn an Action Phase in order to parry, and may not take any other action during that particular Phase. The parry, essentially a "defensive attack," calls for the victim to match or better his opponent's AV + d20 roll with his own AV + d20 roll (essentially an "attack vs. attack" roll). Success indicates that the victim has averted, deflected, or caught and held the opponent's weapon—and that no damage has been done. Failure indicates that the defender's DV is considered to be "0" for that particular attack! (For that attack, and not for that entire Phase, unlike the dodge.) The attacker's initial AV Roll then is applied, and woe betide the victim who fails his parry! Optionally, the Creator may call for a roll to see if either of the weapons has been broken from the stress of the parry.

Parry = AV Roll must match or better opponent's AV Roll
Failure = defender's DV is 0 against the attack

Note: Only those with martial arts can attempt an "unarmed" parry vs. an opponent with a weapon. Those without martial arts who are foolish enough to do so will find that their DV is considered to be "0" vs. that particular attack.

Run Away! Run Away! For those unfortunate few who absolutely *must* flee the scene of the crime, this option allows the characters to run. The Bad Guys are allowed a free Combat Round full of their normal Action Phases to mete out damage to the fleeing character. Due to sheer lunacy, the DVs of the fleeing are reduced not to "0," but to ½ normal DV, rounded up. Of course, those who flee automatically lose 1d10 Fame, automatically forfeit all XP and Fate Points gained from that particular encounter, and automatically become the targets of any and all ill-rhymed and ill-conceived songs, ditties, and limericks concerning their brazen cowardice.

Note: Yeah, Brave Sir Robin will get away after 1 Combat Round. And the Bad Guys will probably be laughing too hard or taunting you too loudly to chase after you.

The Fumble

-optional-

Oh No! Oh yes! The Fumble exists for those who dare to employ it, and it can affect both combat, spellcasting, Skill Rolls, and Saves!

The Hated Combat Fumble: If you roll a natural 1 on the d20 during combat, you automatically Fumble the attack, parry, dodge, or thrust.

Natural 1 on d20 = Fumble

The effects of the Fumble are then entirely up to the capricious whims of the Creator. These effects may range from dropping the weapon, slipping down, or even striking an unintended victim with the attack (including yourself, if you're really a Combat Slob!) An option is a Save vs. DEX to avoid possible loss of life, limb, and weapon.

Save vs. DEX to avoid detrimental effects of Fumble

The Dreaded Spellcasting Fumble: The only drawback to spellcasting while in combat is that damage to the spellcaster while he is casting a spell may cause him to Fumble the spell. When the spellcaster is damaged while casting his spell, he will Fumble the spell unless he makes a Save vs. WILL. Spellcasters hit by a "Devastating Critical" (more info on this in the "Critical Hit" section later on) will have to make their WILL Save at a hefty -10 in order to avoid a Fumble.

Spellcaster must Save vs. WILL when struck for damage while casting a spell, or he will Fumble the spell

As above, the effects of Fumbles are left to the Creator's discretion...though we suggest as a bare minimum that the spellcaster lose the Power Points that he intended to burn in the casting of the spell.

The Totally Embarrassing Skill Roll & Save Fumble: If the Creator is really into humiliation, then we suggest that an absolute failure (a natural 1 on a d20 or on a d100) while attempting a Skill Roll or a Save result in a highly embarrassing scene for the foolish, fumbling, bumbling character.

DAMAGE

THE DAMAGE TABLE

<u>Total DC</u>	<u>Additional Damage</u>
DC 1	1-6
DC 2	1-8
DC 3	1-10
DC 4	1-12
DC 5	2-16
DC 6	2-20
DC 7	4-40
DC 8	6-60
DC 9	8-80
DC 10	10-100

To Calculate Damage: First, take the character's Base Damage (found on "The Master Table" across from the appropriate STR score). Next, apply whatever Damage Class (DC) Bonuses there are for the weapon in question (if there *are* any weapons in question). The total of the two amounts is what you roll for your damage.

Damage = Base Damage for STR + Total DC for Weapon

Example: Mugg, a Warrior with a 15 STR, is using a Great Sword in combat. To calculate his damage, take his STR of 15, which yields a Base Damage of 2-16. Now add in the Damage Class Bonus for the Great Sword, which is a +5 DC, or an additional 2-16 points of damage. Add those two values together, and you find that Mugg's 2-16 damage now becomes a mighty 2-16 + 2-16 points (or 4-32, or 4d8).

Great Example: Vash Dokk Deth, a minor Shadar Lord with a 20 STR, is using a magicked Shadar Steel SoulSword. His STR Base Damage is 5-50. He gets a +5 DC for the Great Sword, and another +5 DC for the highly artficed Shadar Steel construction of his blade (see "Artificing" and "Exotics" for the specs), for a total of +10 DC. Consulting the Damage Table, we find that +10 DC yields an additional 10-100 points of damage. Now he's doing 5-50 +10-100, or 15-150! And that's without considering any Criticals he might just land... and without considering the baneful effects of the SoulSword itself.

Rolling The Damage Dice: In the SenZar System, the Base Damage of the character based on his STR plus the DC of the weapon (as well as any additional DCs for Exotic constructions) yields a range of damage. Most of the time, this range is easy to roll on the same type of dice (like on all d8s, d10s, or whatever). Sometimes, however, this range of damage may involve different types of dice (like 2d8 + 2d10), which is just fine, too. Don't let it confuse you—simply roll all the dice that you need to roll in order to calculate your damage!

Damage vs. Armor Protection: Eventually, you will get hit for damage. PCs must endure explosive magicks, deceitful alchemical devices, raging monsters, and irate foaming-mad opponents who want to separate heads from bodies. Once that day occurs, simply take the damage, subtract your Armor Protection, or AP, from the damage, then subtract the remainder of points from your character's Hit Points.

Damage - AP = Hit Points of damage taken.

Stun Damage: This is temporary, non-fatal damage. Simply count it as "normal" damage, subtracting it from the Hit Points of the victim just like real damage until the victim drops down to 0 Hit Points or lower. When this occurs from Stun Damage, the victim will become unconscious, and will recover from the Stun Damage at a special rate. At the end of each minute, the victim will regain a number of Hit Points equal to his normal daily Hit Point recovery rate (see below). This way, tougher victims (like those with higher CONs) will recover faster. If the victim naturally regenerates quickly, then simply count that rate as the rate of recovery.

Note: At the Creator's discretion, recovery may take as long or as short a time as he wishes. After all, Stun Damage is nothing more than a plot device in most cases. Those with the Special Power "Toughness" are immune to Stuns.

Natural Healing: Characters heal naturally at a rate of 1 Hit Point per day per point of their Hit Point Bonus (found across from the character's CON Attribute Score on "The Master Table"). Even the slowest-healing characters (those with no Hit Point Bonus for their CON) will heal 1 Hit Point per day. This will occur whether the character is resting or actively questing, provided he gets nominal "normal" periods of rest and recuperation.

Healing Rate = 1 Hit Point per day per point of Hit Point Bonus, w/1 Hit Point per day Minimum

Example: The Hit Point Bonus for a 15 CON is +5 Hit Points per level, or simply 5 in this case. Therefore, the character will heal 5 Hit Points per day.

Magickal Healing: By magickal means, healing may be greatly accelerated. The rate of healing and possible side-effects of the magicks employed in healing are dealt with in the individual entries for the magicks. There's really no problem here—as long as the character isn't reduced to "0" Hit Points or below. Then, things can get a little interesting.

On Death's Door: If your character is *unfortunate* enough to be brought down to 0 or fewer Hit Points, then your character is unconscious, dying, and ready to give up the ghost. All CV is reduced to "0," and your character will lose an additional -1 Hit Point per Combat Round from shock, trauma, and blood loss until someone decides to burn an Action Phase and "bind your wounds," "apply Healing Arts or First Aid," or "heal" your wounds through any number of alchemical, magickal, or mystical means.

Natural Healing From Below “0”: Natural Healing from negative Hit Points is tough. First, the character has to heal naturally to “0” Hit Points. This takes 1 day per negative Hit Point. Only then is the character strong enough to apply his normal rate of Natural Healing to his terrible wounds.

Magickal Healing From Below “0”: No problem, as long as the character isn’t “dead.” If he is “dead,” then no amount of magickal healing, save for the most powerful spells (like Resurrection, or Primal Magicks), will enable him to heal. If he is not “dead,” then there’s no problem: Healing magicks will instantly “bring him around,” and he may proceed as he normally does, as long as he has been healed back to 1 or more Hit Points.

Note: For game purposes, it can sometimes be interesting to impose a “magickal healing hangover” to those who are suddenly healed up from negative Hit Points back to “normal.” Why? Healing is a rush of near-cosmic proportions, especially to those who were, a moment before, lingering on Death’s Door. Once the initial rush has passed, the aches and pains may return, if only in “phantom” form.

Magickal Healing & Lost Limbs: Unless the spell is specifically geared to replacing lost limbs, severed appendages, or ruined body parts, then magickal healing will not rejuvenate or replace the afflicted body part. To replace lost limbs or ruined body parts requires Regeneration (see below) or specific magickal healing spells. Although they will restore any and all lost Hit Points resulting from the loss of the limb or body part, in effect “healing” it to a close but leaving it in its current “ruined” state, the “generic” healing spells simply will not replace the lost or ruined body parts.

TOD: The TOD, or “Threshold of Death,” is considered to be the number of Hit Points equal to the character’s CON Attribute, subtracted from “0.” (That is, a character with a CON of “15” would have a TOD of “-15.”) Once this threshold is passed, the character is considered to be Dead.

TOD = number of Hit Points equal to CON, subtracted from 0

Basal Regeneration: This potent ability allows the character to “re-grow” lost limbs, organs, or appendages—provided the character’s head is still attached to his body. Basal Regeneration does not leave behind scars, though it does leave behind a slightly discolored or rough-textured area where the healing took place.

Note: “Basal Regeneration,” which some races possess, won’t help once the TOD is passed.

True Regeneration: True Regeneration (and its bigger brothers, Super and Hyper Regeneration) is an ability that allows the character to heal any and all physical damage without scars, and heal damage much more quickly than Basal Regeneration. True Regeneration will even heal the character back from beyond the “TOD,” provided that his head is still attached to his neck. There is, however, a limit beyond which not even True, Super, and Hyper Regeneration will work, and this limit is equal to a negative Hit Point number equal to the character’s full, normal Hit Points.

True Regeneration Limit = number of Hit Points equal to total normal Hit Points, subtracted from 0

Resurrection: This is possible as long as the body has not gone to a negative Hit Point value equal to the victim’s normal total Hit Points (as per True Regeneration above). The 9th Order Divine Magick spell, “Resurrection,” and any Primal Magicks can resurrect a character who has died. The one small catch with the spell, “Resurrection,” however, is that no more than 24 hours must have passed since the character passed on (that, and a few more “catches” having to do with the repayment for the spell). With Primal Magicks, almost anything is possible, and there is no 24 hour limitation. (Immortals who die, however, usually are gone forever; see “The Immortal Rules” for more information.)

Beyond TOD: If your character passes the TOD, or has his head removed from his neck, then he’ll die. Should this occur, the character has little recourse but to give up the ghost. Unless, of course, the character has friends who can provide for his alchemical, magickal, or mystical resurrection.

“Hey! This Guy Stinks!” Should there be no means to instantly resurrect the character, it is always possible to lug the dearly departed about until such means can be found. Normally, the dead have a 24 hour window of time before their souls reach the point of no return, and must seek out their eternal (or infernal) rewards. This barrier is nigh-inviolable, save by means of Primal Magicks.

Random Damage: For “random damage” resulting from mundane items or events (such as burning oil and falling), please refer to the “Random Damage” section in “The Marketplace,” after the “Weapons” section.

SURPRISE (YOU’RE DEAD...)

Surprise: This occurs when the victim is caught off-guard by an attack. Victims who are Surprised must forfeit their first Action Phase of the Combat Round. Their “Action Phase” transforms into a “Surprise Phase.” During this time, the victim’s AV and DV are considered to be “0.” No action can be taken during this time. Also, and most unfortunately, any Save that the victim must make during the Surprise Phase is considered to be at a hefty -10.

Surprise Effects On Victim

Forfeits 1st Action Phase of Combat Round

AV/DV = 0

All Saves during Surprise Phase at -10

Note: If you’re lucky enough to have a “percentile” Save, such as you’d get with an attribute of “20” or higher, then you’re only at a “-10%” during your surprise. For those with a Power Attribute of “100” (those with a “n/a” for their Power Save, in other words), there is no penalty to the Power Save during surprise. Surprise will not reduce your Power Save—certain magicks such as “Piercing,” however, will. This works the same for those with

Surprise

Attributes of "100"—they're so bad, not even Surprise can affect them.

Conditions: Surprise can be generated at any time prior to Phase One of the Combat Round—and sometimes even *during* the Combat Round, if the character is good enough to attempt it. Skills such as "Ambush," "Stealth," and "Quickdraw" can generate Surprise (and so can many other situations, if the Player is clever enough to conceive of them, and the Creator is willing to bend the rules a bit). The Conditions of Surprise are regulated by the "Skill vs." Rolls specific to the skills in question, and the procedures for these are outlined in the "Skills" section—but we've still provided a handy table for your convenience:

Ambush

Camouflage

Detection

Traps

Skill Roll vs. PER

Skill Roll vs. Skill Roll

Skill Roll vs. PER

Quickdraw

Zen Quickdraw

Quickdraw

Skill Roll vs. SPD

as above, at Creator's discretion

Stealth

"Attack" version

Skill Roll vs. PER

"Encounter" Surprise: Surprise also can be generated during an actual "Encounter" with another PC, NPC, or Monster. This may be generated at the moment one party meets another. Generally speaking, if neither group (or multiple groups, if more than two parties are involved) is actually trying to Surprise the other (by means of Stealth, Ambush, or whatever), then both groups are operating under a "Free Encounter" Surprise situation—and this is when the Creator gets to have a little fun.

The "Free Encounter: The Creator has a few choices here. Prior to the actual Free Encounter, the Creator can gauge whether or not one party has the chance to detect the other party. For instance, if one party (or both) is being loud, obnoxious, or generally carefree, then feel free to allow the other party a Save vs. PER to detect them.

If both parties actually stumble into one another (and have not attempted Stealth or an Ambush), then feel free to call for a Save vs. SPD from each and every PC, NPC, and Monster involved to determine who is not operating under a Surprise condition. If actual combat begins at this point, then those who have failed this Save will forfeit their first Action Phase of that Combat Round. Those who have made their Save may act freely.

Note: *These Saves and their consequences only apply to those occasions when neither party has attempted to actively Surprise the other.*

Surprise During Combat: Surprise can actually occur *during* the Combat Round if the character is able to pull it off. Stealthy characters can attempt to ply their skills during heated combat; certain martial arts disciplines (like "Quickdraw" and

"Spinning Backfist") also allow a "one-shot" attempt at a Surprise attack.

When and if this occurs, the victim of the Surprise does not lose an Action Phase (as he would under other Surprise Conditions). The victim also does not lose any CV or Save ability as far as *everyone else* is concerned. However, the victim is considered to be at "0" with all of his CV rolls and at -10 to all of his Saves *as far as the character actually initiating the Surprise is concerned!* The character who gains this "Combat Surprise" is allowed 1 Action Phase to attack the surprised victim. After that, the victim has "caught on" to the attacker, and will operate at full CV and Save capacity until or unless he is Surprised again.

Surprise During Sleep: All Saves and any applicable Skill Rolls are considered to be at -10 when the character is asleep. The standard Surprise scenario still applies, even to sleeping characters. (They are able to act normally in Phase 2 of the Combat Round if surprised, in other words.)

Phasing-in & Surprise: A standard bonus of +4 is added to all Stealth and Surprise-type maneuvers when phasing-in from one plane to another. This will only be void if the intended victim can see or is somehow aware of the extraplanar sneak.

Other Modifiers To Surprise: Though it's generally best to let the die rolls themselves determine the outcome of a surprise encounter, the Creator has free reign to add a few pluses to a roll here and there due to "conditional variables." We suggest anywhere from a +4 to a -4. Really.

Master Teal goes into town and does not return. Find out that he has been assassinated with his own index fingers. They're poked all the way into his eyes. I've gotta learn how to do that...

(Sprunge)



An Example Of Combat

The Participants: Esau St. Judas, 10th level Rellian Dragonslayer, and Darklens, 10th level Sentinel.

Other Considerations: For purposes of this example, we will refrain from such things as CMR and other such hex-type gaming considerations, which would only serve to confuse the non-hex gamers out there. Also, neither combatant is surprised.

Combat Stats:

	<u>Esau St. Judas</u>	<u>Darklens</u>
SPD	12	11
Action Phases	3	3
STR	15	15
DEX	12	12
CON	12	12
AP	10	10
Hit Points	120	120
AV	12	12
DV	12	12
Bonuses	+ 3 to AV	+ 5 to DV

Combat Round 1

Phase 1: Esau St. Judas, 10th level Rellian Dragonslayer, and Darklens, the 10th level Sentinel, declare death upon one another. The one with the highest SPD goes first, and that's Esau St. Judas (SPD = 12).

Esau: Esau decides to Quickdraw his mighty 2-handed Great Sword and take a head-cut at Darklens. Esau draws and can attack with no penalties in this very same Phase. His DEX is 12, his blade is artificed to +3 AV, and he's 10th level; therefore, Esau has an AV of 15. Darklens, though evenly matched in level and DEX, has a suit of Full Battle Armor, which has been artificed to add +5 DV. This yields Darklens a total DV of 17. He decides to "take" the blow, trusting that his DV of 17 will make it too difficult for Esau to properly injure him. We now have an AV of 15 vs. a DV of 17, which means that Esau must roll a 12 or higher to land a normal hit, and a 22 or higher to land a Crit. Esau rolls a very high 16 on a d20, and smiles as he lands a "normal" hit on Darklens (who maybe should have parried or dodged). Esau has a STR Base damage bonus of 2-16 for his 15 STR, and an additional +5 DC, or 2-16 points, for his blade, which brings us to a total of 2d8 + 2d8, or 4d8. Esau rolls 4d8, with a result of 24 points of damage. Darklens has an AP of 10 due to his Armor, and thus takes only 14 Hit Points of damage.

Darklens: Abandoning the thought of casting a spell now that he'd actually have to roll a WILL Save to do so, Darklens reflexively Zen Quickdraws his own stolen Rellian Great Blade, and pits his AV of 12 against Esau's DV of 12. He rolls a 2 on his d20, and is taunted by the gods' mocking laughter—until he decides to burn a Fate Point, and instantly and magically transform his pathetic 2 to a perfect 20. It doesn't take a moment to calculate that a perfect 20, at least in this AV of 12 vs. a DV of 12 case is concerned, is a Maximum Critical Hit, which inflicts the maximum possible damage. An evil reflection of Esau, Darklens

inflicts 4d8, or 32 points of damage. And that's without the 2X multiple for the Crit, which brings the damage up to 64 points! Yes, Esau's massive Full Battle Armor absorbs 10 points, but he still takes 54 Hit Points of damage, and must roll and make a Save vs. CON to see if he resists the debilitating effects of the Critical Hit! He fails, and must burn a Fate Point himself to "make" his roll, and thus stave off the death-dealing effects of the Crit.

SitRep: Esau has 66 Hit Points. Darklens has 106.

Phase 2: Esau decides that a dodge might be in order, if only because Darklens keeps burning Fate Points, so he cedes the action to Darklens, who predictably swings all-out. Esau is forced to make a Save vs. DEX in order to dodge the attack. He makes his Save, narrowly dodges the blow, and takes no damage—for now.

SitRep: Hit Points still the same. It should be noted that it does not matter what Darklens' AV roll is, since Esau dodged successfully (and even a Crit can't hurt if it doesn't hit). If Darklens burned a Fate Point to modify his roll, then the Creator has the option of immediately returning it to him, keeping it until (and if) Esau offs Darklens and claims his Fate Points as a reward, or simply letting him waste a valuable Fate Point for nothing. Your call, Creators.

Phase 3: Esau and Darklens stare hatefully at one another. Esau swears a mighty oath by Rel, and Darklens replies to this blasphemy of all things evil by swearing an equally mighty oath to Chthon. At SPD 12, Esau swings, misses horribly with a natural 2 on his d20. Strangely, he decides to burn no Fate Points to modify his roll. Darklens, however, is bent upon destroying Esau—no matter the cost—and once SPD 11 rolls around, he successfully Quickdraws the specially prepared soulgem he's had made just for this occasion (the soulgem emblazoned with Esau's thrice-bartered Truename, of course), and he quickly employs the soulgem to capture Esau's soul. Truly, Chthon will be pleased...

SitRep: Cheaters always prosper. Well, *almost* always...

Nathrak accompanies Steele and I to the Nameless to retrieve my things. Upon our arrival, Chthon calls for four other Demon Lords. Nathrak casually uses Chthon's True Name, and we get what we want and leave. (Rachel)

Chthon sentences Steele to the Nameless for 10 years. Ha ha ha. That's what he gets for thinking he was better than Vain! (Vain)

We go back to Nathrak. Steele is dead? Ha ha ha ha ha ha. Nathrak has Steele's soulgem. He makes Rachel eat it! I get promoted. (Vain)

THE MARKETPLACE

Prices may vary somewhat from place to place and from time to time (typical "supply and demand"), but the prices listed are the "fair market values" for the items (the FMV), and typically are adhered to throughout the world's many marketplaces.

Here's the "Money" table again:

<u>Coin</u>	<u>Value</u>	<u>Composition</u>
Led	1/100	Lead, Iron composite
Kop	1/10	Copper, Bronze
Star	1	Silver
Crown	10	Gold
Eagle	100	Platinum
Black Pearls	1,000	w/seal of Zengara
Black Diamonds	10,000	w/seal of Zengara

One Standard Ingot = 100 pieces of metal
One Standard Bar = 1000 pieces of metal

Adventuring Gear

<u>Description</u>	<u>FMV</u>
Standard Lockpicks	100 Stars per set
Lock, standard	10 Stars
Disguise Kit	100 Stars
Writing Kit, 100 pages	10 Stars
Smith's Tools	100 Stars
Jeweler's Tools	100 Stars
Candle	1 Led
Torch	1 Led
Lantern	10 Stars
Oil, pint	1 Star
Tinder Box	1 Star
Rope, 100'	1 Star
Spikes, iron	1 Kop each
Iron Grapnel	5 Kops
Crowbar	5 Stars
Pick	10 Stars
Shovel	10 Stars
Mallet	5 Stars
Chain	1 Star per foot
Mirror, metal	1 Star
Mirror, glass	10 Stars
Sleeping Mat	1 Star
Tent	10 Stars per person capacity
Spy Glass	100 Stars per 1X Mag
Rations	1 Star per day

Alchemical Goodies

(see "Alchemy" in "Magicks")

Ammunition
(see "Ammunition" in "Weapons")

Armor
(see "Armor")

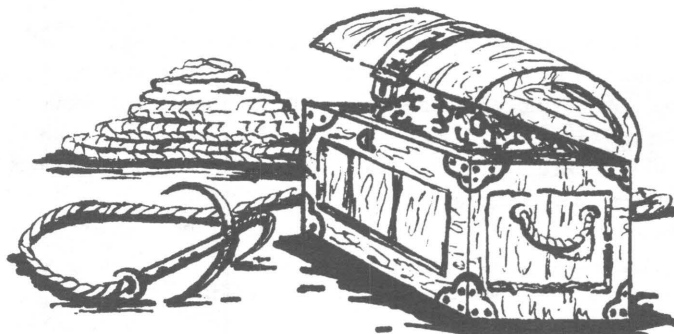
Clothing

<u>Description</u>	<u>FMV</u>
Cheap	1 Led per normal outfit
Common	1 Kop per normal outfit
Well-to-do	1 Star per normal outfit
Noble	10 Stars per normal outfit
Rich	100 Stars per normal outfit
Filthy, Stinking Rich	1,000 Stars per normal outfit

Hoard Containers

<u>Description</u>	<u>Capacity</u>	<u>FMV</u>
Scroll Case	1 scroll	10 Stars
Map Case	10 maps	10 Stars
Cask	1 gallon	1 Star
Barrel, small	20 gallons	10 Stars
Barrel, medium	40 gallons	25 Stars
Barrel, large	120 gallons	50 Stars
Small Pouch	1 pound	1 Kop
Medium Pouch	5 pounds	5 Kops
Large Pouch	10 pounds	1 Star
Sack	100 pounds	1 Star
Backpack	100 pounds	10 Stars
Quiver, short	20 short arrows or bolts	10 Stars
Quiver, long	10 long arrows	10 Stars
Skin, small	1 gallon	1 Star
Skin, large	2 gallons	2 Stars
Coffer	1 pound	10 Stars
Chest, small	10 pounds	25 Stars
Chest, large	100 pounds	50 Stars
Chest, treasure	500 pounds	100 Stars
Bandolier, Alchemical	10 vials	100 Stars
Grenade, Alch. (empty)	3 doses	100 Stars
Vial, Alchemical (empty)	1 dose	10 Stars

Magick Items
(see "Things Magick")



Musical Instruments

<u>Description</u>	<u>FMV</u>
Pipes	1 Star
Flute	1 Star
Chime	1 Star
Drums	5 Stars
Horn	10 Stars
Lute	50 Stars
Guitar	100 Stars
Harp	100 Stars
Harpsichord	500 Stars
Piano	1,000 Stars
Azaar Double-Neck	1,000 Stars
7-String	1,000 Stars

Room & Board

<u>Description</u>	<u>FMV</u>
Lowlife	1 Kop per night, per person
Common	1 Star per night, per person
Ritzy	10 Stars per night, per person

Siege Weapons/Ships

(see "Weapons of Mass Destruction")

Transportation

<u>Description</u>	<u>Capacity</u>	<u>CMR</u>	<u>FMV</u>
Mule	250 pounds	3	100 Stars
Draft Horse	250 pounds	3	100 Stars
Riding Horse	300 pounds	8	250 Stars
Warhorse	500 pounds	9	500 Stars
Akir Warhorse	1,000 pounds	10	1,000 Stars
Cart	500 pounds		10 Stars
Wagon, small	2500 pounds		250 Stars
Wagon, large	5,000 pounds		500 Stars
Boat, small	500 pounds		10 Stars
Boat, small sail	1,000 pounds		50 Stars
Yacht, small	5,000 pounds		1,000 Stars
Yacht, large	25,000 pounds		10,000 Stars

The FMV of the horses and such includes tack and harness. The CMR of the boats depends upon the wind and conditions. The CMR of the land conveyances is variable, depending on what's pulling it. The CMR for the horses is based upon a "combat" situation, typically at a 1 Action Phase per Combat Round movement. Feel free to improvise with any non-combat "MPH" rates and/or CMRs.

Venoms & Poisons

(see "Venoms, Poisons & Radiations")

Weapons

(see "Weapons")

Fair Market Values For Exotics

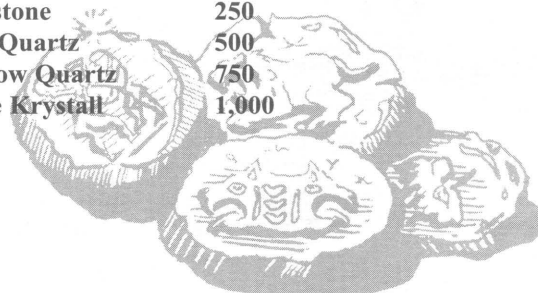
Following the entry for the particular Exotic, we have provided the fair market value for a single Coin's worth of the Exotic, and for a single Ingot of the Exotic. As always, the standard is based upon the Zengaran Silver Star. For multiple Coins or Ingots (or Bars or Blocks) of the Exotic, simply multiply the 1 Coin Value of the Exotic by the appropriate factor.

<u>Exotic</u>	<u>FMV 1 Coin</u>	<u>FMV 1 Ingot</u>
Adamant	250	25,000
Alganor	750	75,000
Arru	2,500	250,000
Black Moonlight	500	50,000
Borazon	500	50,000
Gravidium	1,000	100,000
Ironwood	100	10,000
Krystallor	1,000	100,000
Mysta	2,500	250,000
Obsidium	1,000	100,000
Omnium	1,000	100,000
Orikalk	750	75,000
Shadar Steel	5,000	500,000
Shiril	750	75,000
Silversteel	2,500	250,000
Solara	1,000	100,000
Supremium	5,000	500,000
Ultima	1,000	100,000
Urru	2,500	250,000
V-Steel	1,000	100,000
Valnog	1,000	100,000
Vermix	1,000	100,000
Vibrazyn	2,500	250,000
Vibrum	2,500	250,000
Zidrae	1,000	100,000
Zulzak	1,000	100,000
Zynsh	5,000	500,000

Note: The Zynsh values are per color. Multiple colors will yield multiple values (any 2 colors together will yield 10,000 per coin, while any 3 colors will yield 15,000 per coin, etc.). If all 9 colors are combined into the full mega-alloy, then multiply the value X10.

Power Stones

<u>Power Stones</u>	<u>FMV 1 Carat</u>
Sunstone	10
Moonstone	50
Starstone	100
Bloodstone	250
Black Quartz	500
Rainbow Quartz	750
Purple Krystall	1,000



WEAPONS

Weapons in the SenZar System range from the potent “racial” weapons that are found nowhere else to the semi-mundane “conventional” weapons that are commonplace in just about every FRP game out there. Additionally, due to the SenZar System’s unique setting, we’ve included some “high-tech” weapons just to round things out. (Yes, it’s possible that one day your PC may just stumble onto some alien blaster in some dragon’s treasure hoard. There are a lot of “Techno-Toys” circulating around out there, thanks to SenZar’s ancient intergalactic origins and current ties.)

Human & Non-Human Weapons: In truth, the “racial” weapons are weapons that are commonly employed by the “non-human” races, while the “conventional” ones are specific to semi-mundane humans everywhere. This does not mean that the conventional weapons are inferior. Not in the least. They do their job just as well as any of the racial weapons. And this does not mean that humans cannot employ any of the racially specific weapons, and vice versa. We merely separated them to emphasize the really good weaponry from the generic weaponry.

TOTAL DC

<u>Total DC</u>	<u>Damage Bonus</u>
DC 1	1-6
DC 2	1-8
DC 3	1-10
DC 4	1-12
DC 5	2-16
DC 6	2-20
DC 7	4-40
DC 8	6-60
DC 9	8-80
DC 10	10-100

DC: This is the standard Damage Class associated with the weapon. It typically ranges from 1 to 5, with the higher values being relegated to the realm of the artificed weapon. In fact, the DC is considered to be for the “standard weapon design,” or the damage potential of that particular weapon based upon a composite function of its blade, point, or impact design; its mass; and its general effectiveness in dealing out death and destruction. Artificed weapons will add their DC, if applicable, to the DC of the weapon itself. “Standard” weapons are made of steel, iron, bone, wood, etc., and/or whatever’s appropriate to the weapon.

Base Damage (For Bows): Some conventional weapons, such as the crossbow and the bows (and the majority of the technological weapons) do not receive any DC. Instead, they receive a fixed, standard Base Damage. This standard is based upon the fact that the conventional weapon is constructed in such a way that the character’s own STR has nothing to do with the damage potential of the weapon. A character with a STR of 10 and one with a STR of 20 will cause the same damage with a “conventional” crossbow or a bow. The damage they do is “fixed” by the

construction of the weapon. And while the weaker character may just barely be able to pull a conventional long bow and use it effectively, the stronger one won’t get any extra damage from it simply because he can bend it like taffy. They’ll both do the same damage with it, if only because there’s only so much “pull” one can get from the conventional long bow before breaking it—and the Base Damage is fixed at the optimum “pull” of the conventional or standard weapon.

Modifying Base Damage: The “fixed” Base Damage can be modified by items of superior construction (such as artificed crossbows or bows), or by “customizing” the bow or bow-type weapons to one’s STR, which will replace the Base Damage of the weapon with the character’s own Base Damage based on his STR.

Calculating Total DC For Artificed Bows: Since the Base Damage is “fixed” at a standard range that already takes into account the “standard” ammunition used with that weapon, damage for artificed bows and crossbows is calculated by adding any DCs for the Weapon itself to any DCs for the ammunition used. There is no “+1 DC” for the different types of standard ammunition, because this is already calculated into the Base Damage of the weapon.

Example: A Mojolo-Mazumba has a Base Damage of 2-24. Any standard arrows fired from the bow will cause 2-24 points of damage. Now, if the bow itself is artificed, simply add in its DC, if any, to calculate the new range of damage. Let’s say that the Mojolo-Mazumba is made of Zidrae, and has been artificed up to a DC of 5. This will add an additional 2-16 points of damage to the possible range of damage (for 2d12+2d8 range). If any artificed ammunition were used, like a similarly enchanted Zidrae arrow, then an additional DC of 5 would be added to the weapon’s own Zidrae-enhanced DC of 5, for a total DC of 10. This would yield a range of 2-24 for the Mojolo-Mazumba’s natural Base Damage range, plus the damage range for DC 10 (5-50), for a total range of damage equal to 2-24+5-50 (2d12+5d10)!

The +10 DC Ceiling: Technically, one could obtain a +10 DC bow and a +10 DC arrow, or any combination adding up to more than +10 DC, and then where would one be? +20DC? Off the charts? No. The ceiling is a total bonus of +10 DC, and no mortally artificed combination of bow/arrow will shatter this barrier! If for some reason you get a total of more than 10 between the two items, then simply stop it at 10, and add no more damage. Before you scream, however, please note that you will receive the most beneficial combination of “powers” which have been artificed into arrow and bow. An example would be the Zidrae bow and arrows from above, enchanted to +6 DC each, with the bow being “impact” and the arrows being enchanted with “Death’s Hand.” When the arrow strikes its victim, it’ll do its normal X2, X3 damage from the “impact,” and then it’ll inflict its Death’s Hand upon the victim. Some combinations can be extremely interesting, and can make up almost entirely for truncating the damage at +10!

Bow/Arrow DC Ceiling = +10 DC

Can Combine Good Artificing Powers w/ any Bow/Arrow



Customizing Bows: Bows and crossbows can be customized such that the character's own Base Damage (due to his STR) can be applied to the bow. Customizing bows or crossbows takes the efforts of a "Master" Bowyer, and they charge 10X the normal cost of the weapon to work their craft. Once accomplished, this mastercraft gears the weapon to the character's STR, granting him the full measure of his own Base Damage to the weapon, but making the use of the weapon impossible for someone of a lesser STR. This is beneficial only if the character's own Base Damage is superior to the Base Damage of the weapon.

Example: A long bow has a Base Damage of 1-12 points. This is equivalent to the Base Damage of a character with a 14 STR. Let's imagine that a PC with a 15 STR wants to get a long bow fashioned to accommodate his superior strength. He'll have to find a Master Bowyer (refer to the "Skills" section for more info), and he'll have to pay him 10X the normal cost of the weapon in order to have his custom bow fashioned. Once the deal is done, and the Bowyer is successful (yes, he may still have to make his Skill Roll in order to craft the new weapon), the PC can now enjoy a customized long bow that will do his own STR Base Damage, or 2-16 points, rather than 1-12.

What's The Catch? Customizing bows or crossbows only works up to a STR of 20—at least as long as "normal" materials are used. With Exotics, however, there are no limits to customization (except for the STR of the character using the bow, of course).

Cost: On the Weapons Table, this stands for the standard exchange value, in Zengaran Silver Stars, for the weapon. Cost is not based upon the DC of the weapon. Instead, it is based upon supply and demand, as well as the relative quality of the weapon. Some weapons, such as the Azaar Mojo-Mazumba and the Silestion Honor Blade are not normally bought and sold. The Mojo-Mazumba is won after a difficult rite of passage, while the Silestion Honor Blade is the symbol of honor for a particular Silestion family or person. However, there is a market for anything, if one can find it. That's why we've included some suggested prices for the "rare" weapons; just in case your PC likes to prowl around and hunt for good deals on the black market, or fence his own ill-gotten booty.

Cost Of Exotic Weapons: There are 2 methods for determining this. The first, or "the correct way," is as follows: This equals the base cost of the Exotic materials needed to manufacture the weapon, plus the base cost of the weapon itself.

Example: A Borazon Akir Grim Sword would cost 51,000 Stars. The base cost of the 1 Ingot of Borazon needed to manufacture the blade equals 50,000. The base cost of the weapon itself is 1,000. Add the two together to get 51,000.

Great Example: A Supremium Mojo-Mazumba would cost 505,000. The base cost of the 1 Ingot of Supremium needed to manufacture the blade equals 500,000. The base cost of the weapon itself is 5,000. Add the two up and you get 505,000.

Note: The FMV, or cost, of Exotics is dealt with in "The Marketplace." Also, these values are without considering any artificing costs.

Method two, or "the quick and lazy way," simply uses the base cost of the Exotics in the weapons themselves. We suggest that the first, or the correct, method be employed when the character is actually having a weapon constructed, or made; that the second, or lazy, method be employed when you're dealing with Loot that the PC has found, and is selling off.

The Racial Weapons

<u>Weapon</u>	<u>DC</u>	<u>FMV</u>
Akir Great Axe	4	750
Akir Grim Sword	5	1,000
Akir Warhammer	5	1,000
Azaar Double Daggers	2	250
Azaar 4-Handed Bow (Mojolo-Mazumba)	Base 2-24	1,000
Azaar 4-Handed Sword (Mojo-Mazumba)	5	5,000+
Demonian Hate Fang	5	5,000+
Demonian CruciCesti	2	1,000
Demonian Death Spiker	Base 2-16	1,000
Drakkan Flying Claws	1	50
Drakkan Fyst	5	750
Drakkan Razor Wings	2	500
Goblin Skullcracker	4	250
Golgothan Blood Disk	3	5,000
Golgothan CruciNet	3	5,000
Golgothan Punisher	5	5,000+
Golgothan Power Lance	4	5,000+
K'ryl Stun Sphere	3-30 Stun Dmg.	250
Khazak Great Axe	5	10,000+
Khazak Silverblade	5	1,000
Khazak Spiked Shield	2	100
Khazak Trollhammer	5	1,000
Mokarr Blackblade	4	1,000
Mokarr Blackstar	1	100
Mokarr Handbow	Base 2-16	1,000
Mokarr Heartseeker	1	2,500
Mokarr Submission Snare	5-50 Stun Dmg.	2,500
Nazar Ethan Grimfang	5	5,000+
Sauran War Whip	3	1,000
Sauran War Club	4	500
Sauran War Rasp	5	1,000
Silestion Double-Sun Staff	3	500
Silestion Honor Blade	5	10,000+
Silestion Phoenix Claws	2	500
Silestion Punch Daggers	2	500
Silestion Sun Bow	Base 2-16	500
Silestion Sun Sword	4	1,000
Silestion War Fists	2	500
Silestion War Harness	1	1,000
Solarr Star Javelin	3	500
Solarr Snake Skinner	4	750
Starin Shining Sword	5	10,000+
Starin Sylvan Bow	Base 2-20	2,500
T'leel Trident	4	1,000
Tygor Chukra	2	250
Tygor Klaw	5	1,000

Weapons

Explanations Of The Racial Weapons

Stun Damage: see “Damage” for more info.

Weapon Range: Short, Medium, and Long ranges are not used for the weapons. There are more relevant factors to consider in your typical combat, and these are explained in the “Combat” section. However, we do suggest that an effective upper range limit for the hurled weapons be set at 10 feet (or 1 hex) per point of the character’s STR, and we suggest that a liberal dose of common sense be used when setting the ranges for any of the bow or crossbow type weapons.

Hurled Weapon Range = 10 feet per point of STR
Bow/Crossbow Range = Liberal dose of common sense

Body Weaponry & Weapon DC: The weapon’s DC will supersede the character’s own natural Body Weaponry when weapons such as Demonian CruciCesti or Drakkan Razor Wings, etc., are used. Simply count the weapon’s own DC, and not the character’s own DC for Body Weaponry in these cases.

Racial Weapons Breakdown (By Race)

Akir: The Akir weapons are a little larger than “man-sized” weapons, and may prove a bit awkward for all but the strongest Humans to use. The 2-Handed Grim Sword is the Akir’s pride, for inscribed in runes upon its length is normally found the history of that Akir’s particular tribe.

Azaar: Designed primarily for use by four-armed warriors, the Azaar weapons will prove all but impossible to use save by the most formidable warriors of other races. We suggest that a MinSTR of 15 be enforced for use by other races, as well as a minimum height of well over 6 feet. The Mojo-Mazumba is a sacred weapon to the Azaar, and should be treated as such.

Demonian: Perhaps the most “pointy” weapons on SenZar, the Demonian weapons—particularly the massive Hate Fang—faithfully express the wicked Anti-Life attitude of the Demonian race. The Hate Fang is a massive 2-Hander, while the CruciCesti each sport a single wicked nine inch spike. The Death Spiker is worn on the forearm, where it can more easily launch its Death Spikes at the Demonian’s chosen victims. While the normal ammunition capacity is but three, there are rumors of a backpack-housed and conduit-fed ammunition bin with a much larger storage capacity.

Drakkan: The Drakkan Flying Claws are talon shaped throwing blades. The Drakkan Fyst is simply a massive 2-Handed brain-smashing weapon, while the Razor Wings are worn over the wings of the Drakkan and used for slashing attacks.

Goblin: This rather shoddy but effective 2-Handed blade gets the job done, though, due to a faulty blade design, it is subject to breaking in twain when crossing with the “better” weapons and armor.

Golgothan: The same MinSTR and height rules of the Azaar apply here for these wicked weapons. These may need some explanations:

Blood Disk: This ultra-sharp over-sized “CD” can be hurled at a victim, yet it does not have to travel to its victim in a straight line! Excellent tool for an “around the corner” Silent Strike. Victims must be organic and living in order for the Blood Disk to “lock” onto them. The “lock” requires 1 Phase of observation, and then the Blood Disk can be hurled.

CruciNet: Once it strikes, it can pin any single victim with a STR of less than 15 to the ground, or wall, or whatever—and continue to do its initial damage at the end of each Combat Round for three Combat Rounds. Victims with a 16 or higher STR have to make a Save vs. STR to escape.

Punisher: This is the largest, most massive “common” blade design found on SenZar. These are usually found inscribed with the sign of the Golgothan’s clan. This 2-Hander is for use only by those with a STR of 16 or higher.

Power Lance: This can telescope from a mere two foot length to a full eight feet. This usually requires a Phase.

K’ryl: The palm-sized, smooth silver stun sphere generates Stun Damage through a discharge of stored bioelectrical energy. This one-shot item will affect all non-immortal sentients, though AP will still apply.

Khazak: For sheer smithing perfection, the Khazak weapons are tops. The Spiked Shield may be used as an offensive weapon.

Mokarr: All of these weapons are jet black, and deadly efficient in design. The Blackblade is a katana-like weapon, while the Blackstar resembles an eight-legged “spider-shuriken.”

Handbow: This modified crossbow resembles an anodized futuristic Terran pistol. It may fire up to ten Darkfangs (see “Ammunition”) before reloading.

Heartseeker: Virtually identical to the Blackstar, the Heartseeker actually *continues* to inflict its initial damage upon its victim until it burrows into the victim’s heart and the victim dies. Victim must be organic and alive, and the initial damage must get through the victim’s AP in order for it to burrow to the heart (the victim must have a heart in order for the burrowing, and thus the Continuous Damage, to take place). Any magickal healing will instantly terminate this effect. The Continuous Damage will occur at the beginning of each and every subsequent Combat Round, until either the victim dies, or the Heartseeker is removed or destroyed.

Submission Snare: This will cause magickal electrical Stun Damage to a single victim. It will shock but once per victim, though it may be used again and again (it needs to be “recharged” for a 24 hour period in order to be used again). All normal AP applies.

Nazar Ethan: The Grimfang is a rather compact 2-Hander that may be used 1-Handed by those with a 16 or higher STR. It receives its damage bonuses due to its improved blade design.

Sauran: These clumsy, heavy weapons get the job done. Due to their unique designs, they suffer from the same restrictions as do the Azaar weapons.

Silestion: The Double-Sun Staff sports blades at both ends, while the Phoenix Claws, the Punch Daggers, and the War Fists are strapped over the forearms and sport triple claws, single foot-long daggers, and massive spiked cesti respectively. The Sun Bow is a true compound bow, while the Sun Sword resembles an oversized tulwar.

Honor Blade: This mighty 2-Handed katana-styled blade is held in the utmost regard by the Silestions. It is passed down from generation to generation as a sign of the stability, honor, and status of the family. Possession of an Honor Blade by one unworthy of it may cause no small amount of death, reprisal, and retribution from any Silestion nearby.

War Harness: This spiked piecemeal-plate armor normally covers the arms, shoulders, and lower legs of the bearer, leaving the chest exposed in order for the Shy'R Honor Crest to shine. In close-quarter combat, it may be used as an offensive weapon. It also provides AP (see "Armor" for more information).

Solarr: The Star Javelin is an oversized javelin employed to pierce giant snakes, and the Snake Skinner is a 2-Handed blade used to skin the hated serpents once they've been pierced. Both are of advanced design, and are light yet durable.

Starin: The Sylvan Bow, over seven feet of simple recurve, requires a six foot-plus archer to use. The Shining Sword is a longsword-style and longsword-sized blade that receives its supreme damage bonuses from its ancient Soulforged blade design.

T'leel: The Trident stands over seven feet tall, and its triple-pointed terminus typically is encrusted with precious—but viciously sharp—corals.

Tygor: The Chukra is a fan-shaped, foot-long bladed "brass-knuckle," while the Tygor Klaw is a wicked five-foot arc of blades, points, and more blades that typically is wielded 2-Handed.

Racial Ammunition

<u>Description/#/Weapon</u>	<u>FMV</u>
Arrow, 1, Azaar Mojolo-Mazumba	10 Stars
Death Spike, 1, Demonian Death Spiker	10 Stars
Darkfangs, 1, Mokarr Handbow	10 Stars

Description/#/Weapon: This is the type of ammunition, the number of the standard allotment for sale, and the weapon the ammunition is suited for.

Note: Both the Silestion Sun Bow and the Starin Long Bow will accept standard longbow arrows.

Conventional Swords

<u>Sword</u>	<u>DC</u>	<u>FMV</u>
Bastard	4	500
Broad	3	250
Cutlass	3	250
Epee	2	250
Flamberge	4	750
Great Katana	5	1,000
Great Sword	5	1,000
Katana	4	750
Long	3	250
Ninjato	3	500
Rapier	2	250
Rasp	4	500
Sabre	3	250
Scimitar	3	250
Short	2	100
Slim	2	250
Tulwar	3	500
Wakizashi	2	500

Conventional Weapons

<u>Weapon</u>	<u>DC</u>	<u>FMV</u>
Axe, Hand	1	50
Axe, 2-Handed Battle	3	250
Blowgun	*	10
Boomerang	1	10
Bow, Long	Base 1-12	250
Bow, Short	Base 1-8	100
Butterfly Knife	1	25
Cestus	1	10
Club	1	10
Club, 2-Handed War	3	100
Crossbow, Light	Base 1-10	250
Crossbow, Heavy	Base 1-12	500
Dagger	1	25
Flail	2	100
Flail, 2-Handed	3	200
Garrote	1	50
Javelin	2	25
Kama	1	50
Knife	1	10
Kusari-gama	1	100
Kyoketsu-shogi	1	100
Lance, Common	4	500
Lance, Great	5	1,000
Mace	2	100
Mace, 2-Handed	3	200
Mongwanga	2	100
Nunchaku	1	50
Pole Arm, Common	2	100
Pole Arm, Greater	3	250
Sai	1	50
Scythe	2	50
Shuriken	1	10
Sling	1	10
Spear	2	50
Staff	2	50
Stiletto	1	25
Trident	2	150
Warhammer	3	250
War Net	1	50

Standard Ammunition

<u>Description/#/Weapon</u>	<u>FMV</u>
Arrows, 10, short bow	5 Stars
Arrows, 10, long bow	10 Stars
Bolts, 10, light crossbow	5 Stars
Bolts, 10, heavy crossbow	10 Stars
Dart, 1, blowgun	1 Star
Sling Bullets, 10, sling	1 Kop

Miscellaneous For Weapons & Ammunition

The Gimmick Arrow: This potentially devastating effect allows an arrow or bolt (or a Darkfang or Death Spike) to be “capped” with a container that will store 1 dose within it which will “go off” on the victim when the ammunition strikes him. Only a “Master” Fletcher may construct these. And he’ll have to be supplied with the proper Alchemical materials (the dose chemicals as well as the container “materials,” if any Exotics are called for) in order to work his craft. These are “1-shot” items, as they will shatter upon impact, loosing their charms upon the victim. **FMV:** 10X the normal cost for ammunition type, plus any other costs for Exotics or dose material.

The Silencer: This extremely sneaky effect may be “layered” over any existing ammunition by a “Master” Fletcher, or over any existing weapon by a “Master” Smith. With this, there is no longer a need to worry about drawing that weapon or letting that arrow fly for fear of being “overheard” while in the act. **FMV:** 10X normal cost for ammunition or weapon type.

The Whistler: This loud, haunting effect may startle the uninitiated (Save vs. PRE at Creator’s discretion). This effect may be “layered” over any existing ammunition. **FMV:** 2X normal cost for ammunition type.

Random Damage

Random Damage is the result of “mundane” items or events, such as getting hit by burning oil, or falling into a pit. AP will absorb this damage, as normal. Creators should feel free to modify or ignore this at their discretion.

<u>Item/Event</u>	<u>Damage</u>
Oil	1d6 per Pint, per Combat Round, until extinguished or burnt out
Falling	1d10 per 10 feet (max dmg. at Creator’s discretion)
Flying into something	1d6 damage per CMR, to both flyer hard, head-on and target
Starvation	1 Hit Point per day, cumulative
Dehydration	2 Hit Points per day, cumulative
Exposure to harsh elements	From 1 to 10 Hit Points per day, cumulative, or Creator’s discretion

Weapons Of Mass Destruction

Weapons of Mass Destruction (sometimes referred to as “Siege Weapons” or “Siege Engines”) are those machines of war that take multiple persons to operate and multiple Action Phases to ready, set, and fire. The skill “Siege Weapons” is required to operate, or to crew, the War Machines. Fortunately, they do a great deal of damage to many victims, and quite often are worth the pain and hassles when destruction is called for. Impact AOE is the terminus of the lobbed or launched missile’s trajectory. All within it are subject to the damage, DV notwithstanding (though it is possible to dodge away if prepared, or to absorb the damage with lots of AP). Damage is for a full conventional load. The rate of fire for the War Machines is based upon the *total* number of Action Phases that it would take for 1 Person to ready and fire the thing. Multiple persons, or persons with multiple Action Phases, will reduce this time accordingly. As for AP and Hits, the AP is the relative Armor Protection of the device, and the Hits are the amount of Hit Points of damage the device can take before breaking down completely. FMV stands for the expense of both materials and man-hours required in construction.

Warships

For brevity’s sake, we’ve included only the most powerful vessels of the most powerful seafaring races and peoples. One should be aware that most of these vessels can be outfitted with any of the various Weapons of Mass Destruction. Ramming, which typically may only be done at a resultant velocity equivalent to the vessel’s Cruising Speed (the resultant vector of both target and rammer), will cause the target to take the current Hits of the ramming vessel, while the ramming vessel will take half of the damage done.

Akir Longship: Similar to the Terran Viking longship, the Akir Long ship is a swift and dependable vessel typically constructed of durable Akir oak. It may be both sailed and rowed. **FMV:** 50,000 Stars. **Length:** up to 150 feet. **Capacity:** up to 90 passengers and crew. **Cruising Speed:** 15 Knots. **AP:** 10. **Hits:** 250.

Rotathian Trireme: Similar to the ancient Terran Phoenician and Roman triple-rowed warships, the Rotathian Trireme is a ponderous but devastating platform for ship-to-ship combat. Typically constructed of hard cedar and outfitted with strategic iron shielding, this vessel may be both sailed and rowed. **FMV:** 100,000 Stars. **Length:** up to 330 feet. **Capacity:** up to 250 passengers and crew (with up to 100 places reserved for rowers). **Cruising Speed:** 10 Knots. **AP:** 15. **Hits:** 500.

Rellian Frigate: These interceptors are deadly swift, and capable of operating as efficient weapons platforms. Similar to the 17th Century English royal warships, the Rellian Frigate goes one better by supplementing a hard oak hull with interleaves of Ironwood and steel. **FMV:** 250,000 Stars. **Length:** up to 300 feet. **Capacity:** up to 200 passengers and crew. **Cruising Speed:** 18 Knots. **AP:** 20. **Hits:** 500.

Zengaran Man’O’War: The pride of the most powerful Human Navy in the world, the Man’O’War is a massive 5-masted Ironwood vessel combining features of a typical Terran Battleship

and Carrier. With two separate launch pads for aerial combatants (such as Wyvern riders, and the like) and enough placements for weapons to start (and end) a small war, the Man'O'War is a devastating force to reckon with on the high seas. **FMV:** 500,000 Stars. **Length:** 450 feet. **Capacity:** up to 500 passengers and crew; up to a squadron (16) of Wyverns or light air cavalry. **Cruising Speed:** 15 Knots. **AP:** 25. **Hits:** 1,000.

Shy'R Raptor: Resembling a titanic golden 5-masted bird of prey, this Ironwood-hulled (and Solara-augmented) vessel is the swiftest, most deadly conventional warship to sail the seas. Its mammoth Solara-reinforced ramming prow is specifically designed to wreck and ruin even the toughest Ironwood vessels, while its deck (and even its masts!) bristle with Ballistae and other such engines. Ramming will cause the target vessel to take the current number of the Shy'R Raptor Hits, yet will cause no damage to the Raptor itself. **FMV:** 750,000 Stars. **Length:** 400 feet. **Capacity:** up to 330 passengers and crew. **Cruising Speed:** 20 Knots. **AP:** 40. **Hits:** 1,000.

War Machines

The Catapult: This conventional engine is capable of hurling rocks or shrapnel into the enemy's ranks, causing damage to all within its Impact AOE. **FMV:** 10,000 Stars. **Crew:** 4. **Rate of Fire:** 1 every 8 Action Phases. **Range:** 50 hexes. **Impact AOE:** 1 hex. **Damage:** 5-50 per victim. **AP:** 10. **Hits:** 50.

The Ballista: This engine, resembling a giant crossbow, can fire a single projectile, causing massive damage. **FMV:** 15,000 Stars. **Crew:** 4. **Rate of Fire:** 1 every 8 Action Phases. **Range:** 100 hexes. **Impact AOE:** 1 hex. **Damage:** 6-60 points per victim. **AP:** 10. **Hits:** 50.

The Rippler: This engine fires an array of spears at tremendous velocity, raining down horrible damage upon all within its Impact AOE. **FMV:** 25,000 Stars. **Crew:** 4. **Rate of Fire:** 1 every 40 Action Phases. **Range:** 100 hexes. **Impact AOE:** 3 hexes. **Damage:** 6-60 points per victim. **AP:** 10. **Hits:** 100.

The Crusher: This Khazak-designed horror launches a wicked star-pointed ball of lead into the enemy's ranks—and the ball can be filled with up to 10 doses of an Alchemical if necessary, or simply filled with burning oil to explode on impact. **FMV:** 50,000 Stars. **Crew:** 8. **Rate of Fire:** 1 every 80 Action Phases. **Range:** 100 hexes. **Impact AOE:** 1 hex impact/5 hexes w/ oil. **Damage:** 10-100 per victim from lead/8-80 from explosion w/oil. **AP:** 50. **Hits:** 250.

The Multiple Missile Launcher (MML): This Khazak-designed launcher can launch multiple Ballistae, raining down devastation upon all comers. **FMV:** 75,000 Stars. **Crew:** 8. **Rate of Fire:** 1 every 80 Action Phases. **Range:** 100 hexes. **Impact AOE:** 5 hexes. **Damage:** 6-60 per victim. **AP:** 30. **Hits:** 200.

The Devastator: This mobile Khazak war machine is alloyed of Silversteel and Zidrae, can move on its mangling treads over rough terrain, and can employ its compact Ballistae with both speed and precision. The Devastator runs on a primitive form of nuclear propulsion (powered by Zulzak, of course). It has a top combat speed of 1

hex CMR (every Phase), or a 10MPH non-combat speed. Its refueling range is considered to be about 1,000,000 miles. Normal ammunition carried is 24, and many Ballistae are "gimmicked" for maximum damage and other neat special effects. **FMV:** 1,000,000 Stars. **Crew:** 5. **Rate of Fire:** 1 every 5 Action Phases. **Range:** 50 hexes. **Impact AOE:** 1 hex. **Damage:** 5-50 per victim. **AP:** 100. **Hits:** 500.

The Nightcrawler: This Mokarr creation resembles a Terran Armored Personnel Carrier, save that it is jet black, enchanted to total silence, and alloyed with Adamant and Obsidium. In lieu of a "primitive" missile, the Nightcrawler has a single "cannon" capable of firing a magickal gout of lightning. The Nightcrawler has a top combat speed of 3 hexes CMR (every Phase), or about 30-35 MPH non-combat speed. The Nightcrawler uses a form of propulsion similar to the Devastator. The cannon is powered by a 1,000 point Power Battery which regenerates at the rate of 100 per hour, and each shot drains 100 points. **FMV:** 1,000,000 Stars. **Crew:** 2, 7 Passengers. **Rate of Fire:** 1 every 4 Action Phases. **Range:** 100 hexes. **Impact AOE:** 1 hex. **Damage:** 100 points magickal lightning damage per victim. **AP:** 80. **Hits:** 250.

The Black Manta: This horrible—and thankfully uncommon—Mokarr creation is powered by a sophisticated Alchemical-Sorcerous anti-grav propulsion system, and is capable of both submersible and aviatic action. The main power is generated by a Zulzak "nuclear reactor," while the Black Manta's awesome array of firepower is powered by a massive bank of Power Batteries. Hex movement is irrelevant for a craft of this size (300 foot Wingspan; 220 foot from bow to stern). It can both hover and travels in sea or air (underwater max is 77 Knots; air is just under subsonic). This craft is employed to crucify the morale of the enemy. Considering that it can employ its attacks simultaneously, and all day long, there's little wonder why... **FMV:** 10,000,000 Stars. **Crew:** 7, w/capacity to transport up to 100 persons. **Rate of Fire:** Stinger Cannon, 1 every 10 Action Phases; Wing Arrays (2), 1 every 10 Action Phases, may be fired simultaneously. **Range:** Cannon, 500 hexes; Wing Arrays, 100 hexes. **Impact AOE:** Cannon, 10 hexes; Wing Arrays, 1 hex. **Damage:** Cannon, Ultraviolet Prismatic (refer to "Prismatic Bolt," Sorcery); Wing Arrays, 10-100 Rad-Damage. **AP:** 100. **Hits:** 1,000.

TECHNO-TOYS

Techno-Toys, or weapons and items from a technologically inclined culture, can sometimes be found on SenZar. Due to SenZar's rather bizarre cultural origins (the majority of the races were imported to SenZar from their interstellar homeworlds to serve as the Death Horde's slaves), due to the fact that SenZar is occasionally visited by spacefaring races, and due to the fact that some of the SenZar immortals have concourse with Terra, some fairly interesting techno-toys can be found by, stolen by, or even used against PCs. Sometimes these most bizarre items can even be purchased by PCs, if only at the most outrageous prices possible (they are, after all, "divine magicks" as far as most of the rest of the world is concerned).

Weapons

The following tables are by no means a complete list, so feel free to improvise if the need arises.

MISC. TECHNO-TOYS

<u>Techno-Toy</u>	<u>DC</u>
Baseball Bat	+2DC
Beer Bottle	+1DC
Bowling Ball	+1DC
Brick	+1DC
Chainsaw	+5DC
Golf Club	+2DC
Kitchen Utensils	+1DC
Marital Aide	+1DC
Rolling Pin	+1DC
Tire Iron	+1DC

FMV: These aren't typically bought and sold. Most qualify as "junk," and the few that are worth anything will no doubt have random values (Creator's choice).

Weapon Training: Each type requires Weapon Training.

Chainsaw Note: Feel free to use a range of damage instead of the DC.

Final Note: Yes, some of the DCs are high, perhaps even illogical (like the chainsaw), and a couple of the so-called "Techno-Toys" aren't really "techno" at all.

GUNS

<u>Weapon</u>	<u>Single</u>	<u>Burst</u>	<u>Auto</u>	<u>Ammo</u>
Pistol, 9mm/10mm	1-12			up to 15
Pistol, .44/.45	2-16			up to 13
Pistol, .50	2-20			up to 9
Shotgun	2-24			up to 7
Shotgun, Sawed-Off	3-30			up to 7
Submachinegun	1-12	2-16	3-30	30
Assault Rifle (A/R)	1-12	2-20	4-40	30
Hyper-Uzi	2-20	2-24	5-50	50
M2000 A/R	2-20	3-36	6-60	50
Vlad Submachinegun	3-30	5-50	7-70	100
MegaDeath A/R	4-40	6-60	8-80	100
Gauss Rifle	5-50	6-60	9-90	100
Gravity Gun	6-60	8-80	10-100	100

Single: This is the damage for a single shot.

Burst: This is the damage for a three-shot burst.

Auto: This is the damage for what is effectively a 10-shot blast.

Ammo: This is the standard ammunition capacity for the weapon, per clip when applicable.

Burning A Clip: Doesn't necessarily do any more damage than a burst. It does, however, make a good PRE Attack, and, if the Creator is amenable, it may make a good "Sweep Attack" (see "Combat").

FMV: Again, these aren't typically bought or sold. However, we suggest a minimum market value of 1,000 Stars X the "tens" value in the "Single Shot" column. (For instance, a Gravity Gun, at 6-60 for a

Single Shot, would have an FMV of about 60,000 Stars.) Ammunition is optional (Creator's choice).

Weapon Training: Each different type requires a separate Weapon Training skill to become proficient.

BLASTERS

Again, these are not typically bought or sold on the open market on SenZar. However, we have provided a fair market value for both weapon and, when applicable, ammunition. The FMV is listed in GCs, or "Galactic Credits," as these are TechnoToys that can be bought and sold on the Galactic Market. And while GCs far outrank mere Stars (silver can be synthesized out in high-tech cultures), you can simply translate them 1:1 if you wish. Each requires a separate Weapon Training skill to use proficiently.

Myrexian Master Blaster: While it doesn't quite live up to its name, the Myrexian Master Blaster does provide quite a pyrotechnic show for any who witness it in action. This assault rifle-sized package has a smooth, contoured V-Steel body that weighs in (with all 4 plasma-clips fully loaded) at a fairly light 10 lbs. The Master Blaster shoots goutts of superheated plasma that ionize, crackle, and generally fry anything that gets in the way. There is no computer-aided sighting on the Master Blaster, though it can hit anything within its 1 mile range with ease. Each plasma-clip holds 10 shots, and up to 4 clips can be loaded at once in the over-and-under ammunition slots. The Master Blaster is, unfortunately, a single-shot only weapon. Each shot, however, does 10-100 points of damage. **FMV:** 100,000 GCs. **Ammo:** 10,000 per plasma-clip.

Dymaxion Mod-1 Blaster: For an alleged "Mod-1" weapon, the Dymaxion Mod-1 Blaster packs quite a wallop. The Mod-1 employs a diminutive multiphasic gravitonic array to leech gravitons from the vicinity and harness them for its micronized meta-fusion processor, which in turn liberates then focuses a rather nasty directed quanta of cohesive plasma-charged death. In simpler terms, this little 3 lb. pistol-sized beauty can blow very large holes in very large things, and the "ammo" is free (at least as long as there is "gravity" around from which to leech it). The Mod-1 has 10 different "damage settings" which are easily accessed from either the off-hand or by the thumb of the gripping hand.

<u>Setting</u>	<u>Damage</u>	<u>Charges</u>
1	1-10	1
2	2-20	2
3	3-30	3
4	4-40	4
5	5-50	5
6	6-60	6
7	7-70	7
8	8-80	8
9	9-90	9
10	10-100	10

The “catch” to this “free ammo” blaster is that the Mod-1 can leech only 1 charge per Phase (or 10 charges per entire Combat Round). The Mod-1 can hold 10 charges total. **FMV:** 250,000 GCs.

ARMOR

ARMOR TYPE	BASE AP	FMV
Type 1 Soft Leather		10 Stars
Heavy Cloth		10 Stars
Furs or Skins	1	10 Stars
Type 2 Hard Leather		30 Stars
Heavy Furs or Skins	2	25 Stars
Type 3 Ring on Soft Leather		75 Stars
Studs on Soft Leather	3	50 Stars
Type 4 Ring on Hard Leather		150 Stars
Studs on Hard Leather	4	100 Stars
Type 5 Scale Mail		200 Stars
Chain Mail	5	250 Stars
Type 6 Banded Mail		300 Stars
Splint Armor	6	400 Stars
Type 7 Lamellar Armor		500 Stars
War Harness	7	1,000 Stars
Type 8 Plate Mail	8	600 Stars
Type 9 Plate Armor	9	750 Stars
Type 10 Battle Armor	10	1,000 Stars
Full-body type armors/suits		10,000 Stars

Armor Type: The higher the Armor Type rating, the more effective that particular type of armor is at protecting the wearer from damage. Light forms of armor, such as Type 1, afford the character little in the way of protection from damage, whereas the more impressive higher Armor Types grant additional protection due to their heavier construction and body-covering/protection factors.

Note: Armor Types are not cumulative. That is, someone wearing Type 10 Battle Armor cannot don another suit of Type 9 Plate Armor over it and claim Type 19 protection. If for some bizarre reason someone is wearing more than one Armor Type on his person, simply count only the higher Armor Type. (And yes, plate armor sometimes had layers of quilted or padded armor, as well as a layer of chain mail beneath the tough metal shell. That's why the values are higher for plate—we've already taken the liberty of figuring the “extra” values in for you.)

Full-Body Armors: These are merely armored ensembles which completely cover the wearer from head to toe. These are typically reserved for the Exotics, such as Full-Body Suits of Black Moonlight, Valnog, etc. Picture the typical superhero-type costumes/armor, and you've got the idea. (Creator's option: it's okay to fudge a bit and keep the face “open,” if desired, and still to keep the full Type 10 protection. Why? Because it adds a bit of flavor to see the PC's face before that dragon burns it off.) *Note: These require the talents of a Master Smith to create.*

Base AP (Armor Protection): This is the number of Hit Points of damage that the armor will absorb (or deflect, or blunt, or reduce, etc.) per hit or per exposure to harm. It is also the numerical base for determining the Armor Protection modifiers that Exotic construction materials may provide.

Example: Drogo, a Khazak Warrior, has a suit of Battle Armor. His Base Armor Protection will be 10. Every time Drogo is hit, he will automatically subtract 10 points from the amount of damage he received. This is fairly adequate protection. However, should Drogo be fortunate enough to land a Silversteel suit of Battle Armor that has been artificed up to an Armor X of 10, then his new AP, or Armor Protection, would be 100.

Damage Done: Armor will absorb physical damage from weapons; magical damage from damage-type spells and alchemical effects; energy damage from the elements, such as fire; from technological blasters; and damage from radiation. Armor will not absorb damage from venom that has already begun to work on the victim, nor will it protect in any way from the “non-damaging” spells and magicks (such as Charms, Suggestions, or what have you) unless the armor is made of an Exotic that wards against such effects, or unless it is specifically enchanted to do so.

Armor Cost: Due to the premium placed on the manufacture of armor by the many guilds on SenZar (and also by the many adventurers, who can't seem to live without it), armor is rather expensive. When compared to the cost of Exotic Armors, however, the normal armor costs pale in comparison. You get what you pay for, though.

Exotic Armor Cost: This works the same as does the “Exotic Weapons Cost.”

Barding: Considering the size of some of the races and the prices they pay for their armor, simply charge the normal price for any barding for horses.

Natural Armor Protection: Natural AP, as defined in the “Races” section, is innate, natural protection. It is added to any “armor” AP to yield the Total AP of the character. Unlike most armor, it does not normally come off.

SHIELDS

We will acknowledge that some races, such as the Khazak, and some professions, such as the Sentinel and the Dragonslayer, employ their shields for good reason—though for the latter two the function is more for displaying their religious devices than for the true purposes of combat.

Shields & Weapon Training: To become proficient in the use of a shield, the character must take a Weapons Training with that particular type of shield. If the character is not trained in the shield, then he will receive no DV Bonuses for using it! Once the character has become proficient with the shield, he will no longer suffer from the penalties associated with being nonproficient with the shield, and he will be able to attack with the shield (see below).

The Bash: In addition to the DV Bonuses, the character who has a Weapon Training with his shield may also *attack* with his shield with no penalties to his Combat Value. This will require an Action Phase, of course. Those without this skill may still attempt to attack with their shield; however, they are considered to be nonproficient with their attack, and will suffer the appropriate AV minuses. **“The Bash”= Base Strength Damage +1DC**

Note: The Khazak Spiked Shield has an innate DC of +2. As this supercedes the DC value for the Bash, simply ignore the “bash bonus,” and use the higher +2 value instead.

Shields & The DV Bonus: In the SenZar System, Shields do not provide additional AP Value. They do, however, grant the character who *actively* employs them during combat a Defense Value Bonus, which is added to the character’s own DV. (“Actively employs” means that the character is using a hand/arm to bear the shield, and not just walking around with it stuck on his back.)

Shield Type	DV Bonus	FMV
Small Shield	+1	10 Stars
Standard Shield	+2	25 Stars
Large Shield	+3	50 Stars
Khazak Spiked Shield	+4	100 Stars
Great Shield	+5	250 Stars

Note: The DV Bonus for shields does not apply to attacks from the rear; nor does it apply to attacks by surprise.



MAGICKS

MAGICKS, SPELLCASTING & SPELLS

Once a spell initially is learned by the spellcaster, then that spell can be cast as many times as the spellcaster desires *without* the cumbersome burden of having to memorize the spell time and time again.

Once they are learned, spells become a part of the spellcaster’s arsenal. No further “memorization” or “study” is necessary for the spellcaster in order for him to cast the same spell multiple times. Once the spell is learned, it’s there for good.

The only limitation on the number of spells that the spellcaster can cast in one outing is that he must expend Power Points from his Power Point Pool in order to cast his chosen spell. As outlined later, the Power Point costs for the 1st - 7th Order spells ranges from a mere 1 Point at 1st Order to 100 points for the 7th Order spells—and even more for the Master Spells! However, since the spellcaster is not “locked” into a set number of spells that he can cast “per level” of the spell, it is possible to cast any possible combination of 1st - 7th Order spells and Master Spells—provided the spellcaster has the Power Points to do so, of course. (If not, well, there are always “Power Batteries” to draw even more Power Points from...)

Therefore, this “fluid” system of magick allows the spellcaster to tailor his spells to the occasion.

MinPower To Cast, Not Min-Levels: Another benefit of the “fluid” system is that your character can cast spells of any Order provided that he has the “MinPower” necessary to do so! No longer will your Wizard have to *wait* until he makes a certain level of experience before he can cast a spell that he likes. No, in the SenZar System, the only governing factor as to what “level your character has to be before he can cast a certain Order of spell” is based upon the character’s very own Power Attribute. If you so choose, then your Wizard can “invest” his Fate Points and build up his own Power Attribute to the point that he can cast “mighty” spells long before he possibly could in other “fixed-level” gaming systems.

Note: Sure, your spellcaster is going to get a “free” amount of bonus points to his Power Attribute in any event, and he’s going to be able to cast a certain Order of spell at a certain level anyway. But it’s good to know that he can “boost” his own Power Attribute with Fate Points to achieve “casting proficiency” with higher Order spells long before he’d normally be able to cast them!

Multiple Action Phases: No longer will your spellcaster be forced to endure a full Combat Round of the embarrassing “one spell” syndrome. In the SenZar System, spellcasters—at least those who have more than 1 Action Phase to their credit—have the ability to cast more than one spell per Combat Round! At 10th level, all spellcasters become skilled enough to fire off not one but *two* spells per Combat Round—and once (and if) they reach 20th level, they gain enough skill to cast up to *three*! And some of the Semipro Magick users who just happen to have Pro Combat, such as the Mystic Assassin, can let loose with up to five magick spells at 20th level!

Casting Time: You're probably wondering about the "catch" involved in this ability. Well, there is a "limiting factor," of course—but it's based upon the actual time necessary to cast the spell—and nothing else. With few exceptions, Casting Time is based upon a simple progression:

Casting Time = a number of Phases equal to the Order of the spell

Thus, the way that the Combat Round is broken down (see the section on "Combat" for the particulars), a 10th level spellcaster who has 2 Action Phases can elect to cast, say, a 1st Order spell on his first Action Phase (which will "go off" at the spellcaster's SPD in that particular Action Phase), then begin to cast a 4th Order spell on his next Action Phase—and expect his second spell to "go off" in the same Combat Round!

Example: It's Phase One of the Combat Round. Zan, a 10th level Sorcerer with a SPD of 14, elects to cast a 1st Order spell in his first Action Phase. After the Creator calls for actions at SPD 15, we move down to SPD 14, and Zan gets his turn. He pops off his quick 1st Order spell and fries a Bad Guy. The Creator calls for the rest of the actions, and finally we move on to Phase Two of the Combat Round. Zan still has an Action Phase left here in Phase Two, and he decides to scorch the rest of the Bad Guys with a hefty 4th Order spell. Therefore, once we reach SPD 14 of Phase Two, Zan begins casting his spell. Since it's a 4th Order spell, it'll take 4 Phases to cast it. Phase Two counts as the first Phase; Phase Three counts as the second; Phase Four counts as the third; and Phase Five counts as the fourth and final Phase. Thus, Zan's spell will "go off" at his SPD on Phase Five.

Fumbles: If a spellcaster is damaged while actually casting his spell (as Zan himself could be if he were damaged between SPD 14 of Phase Two and SPD 14 of Phase Five in the above example), then there's a chance that the spellcaster could Fumble his spell and blow both his enemies and himself sky-high. (The specs on the "Fumble" are in the "Combat" section. Please feel free to interpret the "fumble" affects with a liberal dose of humor mixed with a small helping of sadism.)

No "Carry Over": A spellcaster with multiple Action Phases can cast any assortment of spells that he wishes within a single Combat Round, provided that he does not "carry over" any casting time into the next Combat Round. Thus, with few exceptions, the spellcaster has 10 Orders of spells to cast within a 10 Phase Combat Round. It's up to the spellcaster himself how to break down or divvy up his spells in order to get off the best possible combinations within a single Combat Round.

Example: Let's say that Zan, from the above example, is now 20th level. This means that he has 3 Action Phases per Combat Round. In a single Combat Round, he has many different spellcasting options available to him. He can cast three 1st Order spells. He can even cast three 3rd Order spells. Or he can cast two 5th Order spells. But Zan can't get away with trying to cast any combination of spells which combine for more than 10 Phases of Casting Time within a single Combat Round.

Why Not? It's the same as a Warrior trying to "carry over" an Action Phase into the next Combat Round. On the surface it may

appear to be logical to allow a Warrior to carry over an Action Phase until the next Combat Round, or to allow a spellcaster to carry over the Casting Time of a spell until the next Combat Round. After all, that sounds pretty much like what "fluid" combat and spellcasting are all about. However, the seemingly innocuous "carry over" can lead to an insidious process known as "stacking." Through this process, the Spellcaster or Warrior essentially *adds* an extra Action Phase to a Combat Round!

When Can I Break This Rule? When your character finally does the "Break On Through" routine after 20th level and becomes immortal. Then your spellcasting character can "abbreviate" his spells and cast them just as rapidly as a Warrior taking hacks with his sword. Check out "The Immortal Rules" for more info on this.

The Spellcasting/Combat Paradigm: Some professions, like the Mystic Assassin, include both spellcasting and pure combat skills. The SenZar System allows the character to employ both spellcasting and pure combat skills within a single Combat Round—provided that there is no "carry over" either of spells or of physical attacks into the next Combat Round.

Example: Wulphaus is a 20th level Witch Hunter. He normally has 5 Action Phases per Combat Round, which normally would occur on Phases One, Two, Three, Four and Five of the Combat Round. Let's say that on Phase One Wulphaus decides to focus his Ki and blast a Bad Guy with a 3rd Order spell. This will go off on Phase Three at Wulphaus' own SPD. Now it's Phase Four of the Combat Round, and Wulphaus has taken only 1 of his 5 possible Action Phases. He still has 4 Action Phases left in the Combat Round, but only Phases Four through Ten to take them in. He can choose to take nothing more than physical attacks for the remainder of his Action Phases (which now would occur on Phases Four, Five, Six and Seven of the Combat Round), or he can divvy up his remaining Action Phases between spellcasting and combat provided that he fits them all into the remaining Phases of the Combat Round.

Note: Some professions (like the Witch Hunter from the example above) have more Action Phases than do "pure" spellcasters (like the Mystic, for example) of comparable levels of experience. True: The Witch Hunter can cast more spells per Combat Round than the "Combat Slob" Mystic can. However, they're both still limited by the "Carry Over" rule. And while the Witch Hunter can cast more spells in a single Combat Round than the Mystic can, the Mystic can cast more and better spells in the long run thanks to his "Pro Magick" progression. So while the Mystic's "combat reflexes" may be slower than those of the Witch Hunter, the Mystic, with his superior Power Point Pool, can still blast away with his spells long after the Witch Hunter has exhausted his own Power Point Pool.

The "Wizard/Warrior" Paradigm: This is for those characters who choose to progress in multiple professions—specifically in professions that receive different spellcasting/combat Action Phase progressions. Obviously, a 20th level Wizard/Warrior would receive 3 Action Phases for his Wizard profession, and 5 Action Phases for his Warrior profession. Does this mean that he can cast up to 5 spells in a single Combat Round? Surely does. Action Phases are, well, actions, and the character will be able to bend the rules here a bit by "grafting" the Action Phases of his best combat profession, the Warrior, onto that of his not-so-best, the Wizard.

Magicks

Multiple Profession Action Phase Note: There's no "addition" of Action Phases for having two or more professions. The 20th level Wizard/Warrior in the above example, who gets 3 Action Phases for his Wizard profession and 5 Action Phases for his Warrior profession, will have only 5 Action Phases total.

The "Head Start": If a 20th level Wizard suddenly decides to take up the Warrior profession, then he'll still have his 3 Action Phases as a Wizard with which to cast his spells, and do his physical attacks. However, while this "Head Start" does sound extremely neat, the "Combat Slob" Wizard won't be chewing much gum and taking too many names until his "pure" combat skills mature and supersede those of his Wizard self. This should occur once he's made about 10 levels or so in his new profession. (Yes, the formerly "unskilled" get to keep their Action Phases once they begin a "skilled" profession. They've earned those Action Phases, and they deserve to keep them. At least the CVs aren't cumulative when you take on a new profession...)

POWER

MAGICK POWER PROGRESSIONS

Power & Power Points: As explained earlier, all professions gain a bonus to their Power Attribute as they increase their level. This bonus is based upon their relative profession-based spellcasting skills, and is called a Magick Power Progression.

All Professions have a Magick Power Progression All Professions have a Power Point Pool

Note: Though all spellcasters receive free bonus points to their Power Attribute, they can always spend their hard-earned Fate Points to increase their Power Attributes even more! (And we suggest they do so, too. For only by burning their own Fate Points can spellcasters ever hope to achieve the elusive "Perfect 100" in the Power Attribute.)

Professional Magick: This progression is for those "pure" spellcasters who are extremely proficient in their art. The Pro Magick progression adds a +4 bonus to the spellcaster's Power Attribute per level. This takes effect at 1st level, and continues on at 2nd, 3rd, etc.

Professional Magick = +4 to Power Attribute per level.

Semiprofessional Magick: This progression is for those spellcasters who are not quite so skilled as the "pure" practitioners of their arts, and for everyone else. The Semipro Magick progression adds a +3 bonus to the character's Power Attribute per level. This begins at 1st level, and continues on at 2nd, 3rd, etc.

Semipro Magick = +3 to Power Attribute per level.

WHAT? So why, you ask, do the non-spellcasters even need a silly thing like "power" if they can't use it in the first place? Why should a simple Warrior or Rogue have to bother with keeping up with some-

thing like "power" when he doesn't have to use it? Well, before you start foaming at the mouth and falling over backwards, here are a few explanations...

1. Wicked Explanation: Power is a measure of the soul. Even characters who don't normally delve into the mystic realms and expand their souls by virtue of casting spells, working charms, summoning and binding magical beings, experiencing new realities or planes of existence, and doing whatever else it is that spellcasters normally do, still have a soul. And that soul, expressed numerically as power, needs to be readily calculable—just in case some extremely rude spellcaster or entity *steals that soul*...

2. Good Explanation: Though some professions will never use power for casting spells, some, like the Martial Artist, will be able to use their power (which they call "Ki Power") for performing certain martial arts maneuvers.

3. Great Explanation: Even characters who cannot cast spells may "link up" with spellcasting characters and "lend" them power from their own Power Pool. Ever wondered how the non-spellcasting types in those fantasy novels "linked up and loaned" their friendly neighborhood spellcasting types a portion of their soul to cast some mind-boggling spell?

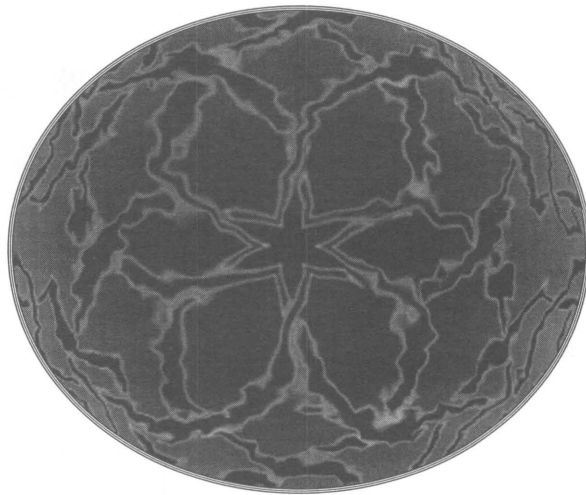
Note: Check out the "Linking & Loaning" in the next section for more information on how this miracle is explained.

4. Radical Explanation: For those Creators who wish to employ "Mutations" in their campaigns, then the Semiprofessional Magick progression will fit right in with your plans. Sure, it's easy to calculate how much power a "spellcaster" expends with each mutant expenditure because they have a "Power Pool" to spend their points from. But what about those *without* a Power Pool? Limit them to a mere 1X or 3X per day? No way. And those non-spellcasting types who luck out and pick up some sort of "Power Progression" multiplier, well then, they might just be able to use their powers with as much gusto as your typical power-full, "spellcasting" mutant.

Note: This "Mutant" stuff is optional, of course. For those who must hoard everything, however, check out our Campaign Builder #2 for more information on mutants and their many possibilities.

5. Awesome Explanation: Though many characters will never even get close to attaining 20th level, at that point, even non-spellcasting character classes will have the opportunity to put their power to use.

Note: Check out the section on "The Immortal Rules" for more information.



POWER POINTS & POWER FACTOR

Power Points: This is the relative expression of the amount of Magick Power that the spellcaster can control. The method for determining the character's Power Points is:

$$\text{Power Factor} \times \text{Power Attribute} = \text{Power Points.}$$

Power Factor: This is the number which the character multiplies his Power Attribute score by to determine his Power Points. The Power Factor begins at "1" at 1st level, and increases after the character makes his next level, and so on.

POWER FACTOR

<u>Level</u>	<u>Power Factor</u>	<u>Level</u>	<u>Power Factor</u>
1	1	11	15
2	2	12	20
3	3	13	30
4	4	14	40
5	5	15	50
6	6	16	60
7	7	17	70
8	8	18	80
9	9	19	90
10	10	20	100

"Level" = Level of experience of character

"Power Factor" = Factor to multiply character's Power Attribute by to determine total number of Power Points in character's Power Point Pool

Power Point Pool: This is the current amount of Power Points in the character's control. After casting a spell, the character subtracts the Power Point Cost of the spell from this pool to arrive at his current Power Point total. The Power Point Pool will diminish as more spells are cast. This reflects the mental, physical, and spiritual exhaustion associated with the casting of magicks.

Power Point Regeneration: Like Hit Points, Power Points regenerate naturally over time. Characters can regenerate a number of Power Points equal to their Power Attribute score every hour.

$$\text{Power Point Regeneration Rate} = \# \text{ of Power Points equal to character's Power Attribute score, per hour}$$

When "0" Looms: Once the character exhausts his Power Points, he has the option of attempting to cast additional spells by expending his own life force for the necessary power. To do so, however, is quite costly and perhaps fatal, for it drains the caster of his own Hit Points. For those desperate enough to attempt such heroics, we've provided the following heroic formula for converting Hit Points to Power Points:

$$1 \text{ Power Point} = 1 \text{ Hit Point.}$$

Power Batteries: For the spellcaster who plans ahead, however, there will very rarely be a need to sacrifice his own precious Hit Points for Power Points. This is where the Power Battery comes in quite handy. These potent little items, which come in all shapes and sizes, store excess power very much like a battery stores electrical current. The calculating spellcaster will strive to have as many of these little lifesavers on his person as possible, for they boost his own Power Pool by the same number of Power Points as they contain.

Linking & Loaning: Your spellcaster can actually "link" with other spellcasters, or even other *non-spellcasters*, and use their Power Points to cast his magicks! How does this work? Two or more characters "link" with the character who's about to cast the spell and "loan" him the power in their Power Point Pools so that he can use *their* Power Points instead of *his* to cast his magicks! First, the "link" requires the spellcaster who's borrowing the Power Points to make a successful Save vs. Power. This allows him to "open" his own Power Point Pool to the link. This requires 1 Action Phase. Next, any who wish to "loan" their power to the "open" spellcaster must somehow contact the spellcaster (a simple touch will do), then make a successful Save vs. Power to "open" their Power Point Pools such that they can "loan" their Power Points to the spellcaster. This requires 1 Action Phase. (Both the caster and his "lenders" can coordinate these two steps with practice, to produce them within a single Action Phase.) Failure of any of the Power Saves will result in the temporary "pulse" of that character's Power Point Pool (see the section later on about the "Pulse.")

Linking & Loaning Procedure

Borrower must make Power Save to "open" his Power Point Pool
All Lenders must make Power Save to "open" their Power Point Pools

Success indicates that the spellcaster is "linked" with the "lenders," and that he may draw forth as much power from their Power Point Pools as he needs or desires. The spellcaster may only cast spells during this critical time, and no other actions may be taken by the "lenders" while they are linked, or they will automatically break the link, and will be unable to lend the spellcaster any more power (unless they "re-link"). The link may be broken at any time, with no ill-effects (though most "non-spellcasters" may feel quite a migraine after doing something they're not at all used to doing).

SAVES VS. MAGICKS

Saves vs. Magicks: Saves vs. magicks, or spells, typically involve making the appropriate Attribute Save for the spell effect in question. For instance, spells or spell effects which involve illusions or illusory effects may call for the victim to make a PER or INT Attribute Save (in order to perceive the illusion for what it is, and/or to know it for what it is); spells or spell effects which involve the powers of the mind often call for a WILL Attribute Save (in order for the victim to fight off the mental influence), and so forth.

Magicks

Typically, if the appropriate Save is made, then the spell or spell effect is shaken off or overcome, often with no ill effects for the victim. There are, of course, some situations when a Save—even if successful—only *reduces* the effects of the spell. Fortunately, these are typically reserved for the Master Spells.

The “Power Save”: Normally, the Power Save is only invoked when the character is hit by a spell or spell-effect that gets no normal Save (like spells involving the use of the Void, most Master Spells, and your garden variety “damage” type magicks). This Save, if successful, will “ward” the character from the brunt of the spell, sometimes to the point that no damage is taken. For most damage-type magicks, a successful Save will reduce the damage done by one-half. Effects of the Power Save will vary from magickal realm to magickal realm, even from spell to spell, so refer to the particular realm or spell in question to get the full picture. Unlike the other Saves, the Power Save is determined by subtracting the character’s Power Attribute from 100. To make the Save, the character must roll percentile dice (d100) and *match or beat* this number.

$$\text{Power Save} = 100 - \text{Power Attribute}$$

Master Spells (Master Magicks): These are the magicks above the “normal” 1st through 7th Order progressions—the 8th, 9th, and 10th Order spells. They range from the ancient “lost” spells to the unique “character-named” spells that are attributed to a specific individual spellcaster of great power (unlike many of the lower Order spells, whose origins have been obscured by time). They are a definite step above the 1st-7th Order magicks, and are deemed as uncommon, scarce, and even rare to the vast majority of spellcasters. As such, they often command premiums—both in FMV and in Power Cost To Cast—which may appear to seem nonlinear when compared to the lower-Order magicks. The terms “Master Spells” and “Master Magicks” are interchangeable, both of them representing the same concept.

MINPOWER TO CAST

<u>Spell Order</u>	<u>MinPower To Cast</u>
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100

“Spell Order” = The Order of the spell.

“MinPower To Cast” = The minimum amount of Power Attribute that it takes for the spellcaster to cast a spell of that Order.

Note: This is not the actual Cost of the spell. It only represents how much power the caster must personally command in order to cast a spell of that Order.

SPELL COST

<u>Spell Order</u>	<u>Power Points To Cast</u>
1	1
2	5
3	10
4	25
5	50
6	75
7	100
8	250
9	1,000
10	10,000

“Spell Order” = The Order of the spell.

“Power Points To Cast” = The number of Power Points that the spellcaster must subtract from his Power Point Pool in order to cast the spell.

“Master Spells” = For the 8th, 9th, and 10th Order magicks, the cost may be variable. If so, then the Cost will be listed within the Master spell’s write-up.

Spells & Power Points: In order to cast a spell, the character must expend the number of Power Points listed on the above “Spell Cost Table” that match the Order of the spell being cast. For example, a 1st Order spell would cost but 1 Power Point, while a 5th Order spell would cost 50 Power Points. This number is subtracted from his Power Point Pool. (Unless he’s using a Power Battery to cast it, in which case it’s subtracted from the Power Battery’s Power Point Pool.)

Note: The vast majority of “Damage” spells do not follow this progression (see below).

Learning Spells

Learning New Spells: There are 2 minimum requirements for spellcasters to learn a new spell: The spellcaster must have the MinPower to cast a spell of that Order, and he must have enough time to learn it (see below).

TTL Magicks (Time To Learn Magicks): This is the minimum amount of time required for a spellcaster to learn a new spell. This applies equally to all the realms, including Alchemy, which works the same as any other realm when it comes to TTL.

<u>Spell Order</u>	<u>Time To Learn</u>
1st	10 days - 1 day per level
2nd	20 days - 1 day per level
3rd	30 days - 1 day per level
4th	40 days - 1 day per level
5th	50 days - 1 day per level
6th	60 days - 1 day per level
7th	70 days - 1 day per level
8th	80 days - 1 day per level
9th	90 days - 1 day per level
10th	100 days - 1 day per level

This time does not have to be continuous, and may in fact be interrupted with no loss of result. Thus, a spell may be learned over a single continuous period of time, like a long DT, or learned bit by bit over a series of DTs. For those lucky few whose levels are high enough to make the TTL equation ridiculous, we suggest a minimum TTL ranging anywhere from just less than 1 day to “instantaneous.”

*I have no quarrel with Lord Valthrustra. (Connorre Mor,
Archimage of Krystallmyst)*

SPELL DAMAGE

<u>Spell Order</u>	<u>Damage Potential</u>
1	Power Attribute X1
2	Power Attribute X2
3	Power Attribute X3
4	Power Attribute X4
5	Power Attribute X5
6	Power Attribute X6
7	Power Attribute X7
8	Power Attribute X8
9	Power Attribute X9
10	Power Attribute X10

“Damage Potential” = The Hit Points of damage taken by the Victim of the spell. This Damage Potential is equal to the Power Attribute of the caster multiplied by the Order of the spell. (See explanation below.)

“Master Spells” = Some of the 8th, 9th, and 10th Order magicks may have different ranges of damage, as will most Alchemical Operations.

Damage Potential: This is the maximum amount of damage that a spellcaster can *choose* to cause with a single “Damage” spell. For every 1 Power Point burned in the casting of the spell, the spellcaster may inflict 1 Hit Point of damage, up to the maximum amount possible as defined by the Damage Potential. The amount of damage that the spellcaster chooses to cause is entirely up to him.

Example: Shathrak, a 1st level Sorcerer, has a Power Attribute of 14. He chooses to blast a foe with the 1st Order Sorcery spell, Plasma Bolt. Since this is a 1st Order spell, Shathrak’s Damage Potential is equal to 14×1 , or 14. Shathrak has the option of inflicting from 1 to 14 Hit Points of damage on his foe. He may choose any amount from 1 to 14, with the only limitation being how many Power Points he wishes to burn (on a 1:1 basis).

Great Example: Let’s say that Shathrak is now a mighty 20th level Sorcerer with a Power Attribute of 100. If he casts the same 1st Order spell as above, he now can inflict from 1 to 100 Hit Points of damage with it (Power Attribute of $100 \times 1 = 100$).

Fluid Damage Potential: This “fluid” spellcasting Damage Potential works the same for all Power Attributes, and all the Orders of magicks (though some Master Magicks may bend or break this rule of thumb; refer to the specific spell in question for more info).

Which Spells Are Damage Spells? Bolts, Bursts, Blasts & Storms, as well as a handful of “greater” spells (like “Immolation” and its ilk). The spell’s write up will tell you if it’s a damage spell or not.

Which Spells Are Non-Damage Spells? All the rest.

Magickal Damage & AP: Unless it is specifically noted otherwise in the spell write-up, Armor Protection is applied vs. magickal damage. This includes all forms of AP, even “normal, non-magickal” AP, such as Natural AP and the 10 basic types of Armor.

SPELL AOE & RANGE

Spell Area Of Effect & Range: The following tables are meant as guidelines for the distribution of a spell’s Area of Effect, or AOE, and a spell’s range. With few exceptions (and they are clearly noted in the appropriate descriptions), these are the AOE and range standards for all spells of 1st through 10th Order.

Hex Option: Should your Creator be using hex paper and/or miniatures, then feel free to substitute hexes for feet with all of the “Area of Effect” and “Range” charts. For simplicity’s sake, we suggest that $10' = 1$ hex so far as these tables are concerned (instead of the usual “1 hex = 2 meters” equation used for combat). We use the “10’ = 1 hex” conversion in our campaigns, and we have found that it works both simply and swiftly.

AREA OF EFFECT

<u>Spell Order</u>	<u>Base AOE</u>
1	Personal
2	5’ radius
3	10’ radius
4	25’ radius
5	50’ radius
6	75’ radius
7	100’ radius
8	250’ radius
9	1,000’ radius
10	10,000’ radius

“AOE” = The Area of Effect.

“Base AOE” = The Base Area of Effect, or the baseline AOE for a spell of that particular Order. Damage-type spells can be Boosted (see “The Boost”) for extra AOE.

“Master Spells” = Some 8th, 9th, and 10th Order magicks may have different AOE’s from those listed.

SPELL RANGE

Spell Order	Range
1	10' X Power Attribute
2	20' X Power Attribute
3	30' X Power Attribute
4	40' X Power Attribute
5	50' X Power Attribute
6	60' X Power Attribute
7	70' X Power Attribute
8	80' X Power Attribute
9	90' X Power Attribute
10	100' X Power Attribute

"Range" = The standard distance that the caster can "sling" the spell for effect. This distance may be modified up or down at the spellcaster's option.

"Power Attribute" = the caster's own Power Attribute.

"Master Spells" = As always, some 8th, 9th, and 10th Order magicks may defy this range.

Increasing The Range Of A Spell: The range of the spell may be increased should the caster wish to do so, provided that the spellcaster state his desire to do so *before* he casts his spell. This increase is achieved by a simple burning of additional Power Points from the caster's Power Point Pool. The equation is a simple one, too:

+10' per Point of Power spent.

Note: The ability to increase the range of a spell is really handy in combat applications—especially once the caster starts casting high Order spells that may have more Area of Effect than he has normal range for casting the spell!



THE BOOST

The Boost: Quite simply, the Boost is the way to increase the Damage AOE of any given spell. With a simple multiplication of the Power Points involved in the casting of the spell, the spellcaster may Boost the Damage AOE of the spell from a lowly "Personal" Damage AOE to a more substantial "5' radius" Damage AOE, even up to a mighty "10,000' radius" Damage AOE if he's willing to pay the price!

Damage Area Of Effect

Order	1	2	3	4	5	6	7	8	9	10
1	1:1	2:1	3:1	4:1	5:1	6:1	7:1	10:1	100:1	1,000:1
2	1:1	1:1	2:1	3:1	4:1	5:1	6:1	10:1	100:1	1,000:1
3	1:1	1:1	1:1	2:1	3:1	4:1	5:1	10:1	100:1	1,000:1
4	1:1	1:1	1:1	1:1	2:1	3:1	4:1	10:1	100:1	1,000:1
5	1:1	1:1	1:1	1:1	1:1	2:1	3:1	10:1	100:1	1,000:1
6	1:1	1:1	1:1	1:1	1:1	1:1	2:1	10:1	100:1	1,000:1
7	1:1	1:1	1:1	1:1	1:1	1:1	1:1	10:1	100:1	1,000:1
8	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	10:1	100:1
9	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	10:1
10	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1

The Ratio = Power Points spent : points of damage inflicted. As this is increased, the AOE is increased, yet the Power Point expenditure becomes much more costly.

Order = reading down the 1st column, Order of spell.

AOE = reading across the top, the AOE of the Boosted spell. The underlined numbers are the Orders relating to the AOE.

Note: This table appears in greater detail (with all AOE's listed on the top line) on the "Magicks" Character Sheet.

Example: Shathrak the Sorcerer wishes to increase the AOE of his measly 1st Order Plasma Bolt spell to that of a fairly decent 2nd Order spell. Consulting the table, we find that the ratio to increase a 1st Order spell AOE to that of a 2nd Order AOE is 2:1. This means that Shathrak must burn 2 Power Points instead of 1 for *each and every* Hit Point of damage that he wishes to inflict. Thus, if he wishes to cause 5 Hit Points of damage, then he must spend 2 X 5, or 10 Power Points.

Note: The Damage Potential will still come into play here. For instance, if Shathrak has a Damage Potential of from 1 to 14 points when casting a 1st Order spell, he will still have the option of inflicting from 1 to 14 points with his 1st Order spell—even if he boosts it up to 7th Order AOE! His damage is fixed, though in order to increase his AOE he's going to have to pay a multiple of Power Points in order to inflict the same 1 to 14 range.

The Base: You'll see this in some of the spell write ups. A Base of 2nd Order is the point on the table where the Order is 2 and the Damage AOE is 2. All 2nd Order spells will have a Base of 2nd Order, all 3rd Order spells will have a Base of 3rd Order, etc. Another way to remember it is to consider the Base as the "right-hand threshold" of the 1:1 ratios on the table. Thus, the Base occurs just before the ratios jump up to 2:1.

Boosting, Shrinking & Damage: Boosting the AOE from the original Order of the spell to a higher Order of spell will not increase the Damage Potential. Conversely, "Shrinking" the normal AOE down to that of a lower Order AOE will not alter the original Damage Potential,

nor will it cost any fewer Power Points to cast. Why not? Loss of efficiency, for one. Conservation of damage, for another. Simply “Shrinking” the AOE does not concentrate the damage. It simply shrinks the AOE. And it keeps the wise spellcaster from frying his friends when he casts that 7th Order damage-inflicter, opting instead to concentrate its normal 100’ radius AOE down to a Personal AOE.

Master Magick Cost: Why does it cost so much to Boost some thing up to Master Magick AOE? The jumps in AOE from 7th Order to 8th Order are mighty indeed, and they just keep getting mightier. The heavy multiples are the only way to justify such an overwhelming increase in AOE.

The high cost of Boosting the lower-Order magicks to the Master Magicks’ AOE tends to prohibit a low-level sap from getting too much bang for his buck; conversely, it allows the super-powerful spellcaster to affect a humongous AOE, even with a mere 1st Order spell, provided that he has the Power Points to pay for it.

Note: *Can’t think of an example where the latter could come in handy? We can: You’re a 20th level Sorcerer with a Power Attribute of 100 and a Power Point Pool of 10,000. You’re confronted by a 10,000 foot radius cloud of deadly, stinging (but otherwise normal) insects. You’ve got no AP, your Creator decides that, stinging en masse, the deadly cloud of insects will virtually skeletonize you, and you’ve got 1 Phase before they do it (and having but 1 Phase limits you to 1st Order spells, Mr. Sorcerer!). You realize that a normal insect will have 1 Hit Point, tops (probably even less), so you just smile, release a 1 Phase, 1st Order Plasma Bolt, electing to cause but a mere 1 Hit Point’s worth of damage—but you Boost it up to 10th Order AOE in order to get that 10,000 foot radius AOE, and you wipe out all the bugs in one fell swoop. Sure, it costs you a whopping $1 \times 1,000 = 1,000$ Power Points to do it, but your life was worth it.*

POWER FOCI & THE PULSE

Power Foci: There are 7 different Power Foci within the mortal soul, and 9 within the immortal soul, which is “fully activated.” The Power Foci represent the essence of the character’s soul, and the most important ones lie within the head/brain region.

Power Foci & Power Linking: Each one of the 7 Power Foci of the mortal and each one of the 9 of the immortal is capable of linking with a single source of power, such as a Power Battery, Node, or Pact, and empowering the character so linked with the extra Power of the item or thing which is attached. (The processes of each type of linking is dealt with in its particular section.) When each of the slots is filled, the soul is considered to be “full,” and it can no longer provide the “space” needed to link more sources of the Power Magick to the character.

Note: *There is a character sheet provided in the “Appendix” so that you can keep track of your PC’s Power Foci, and of what things fill them.*

If Your Head Comes Away From Your Neck: Then it’s over. Once the main Power Foci in the head are separated from the body, then a psychic circuit breaker kicks in, and all essence flees the ruined physical form. No regeneration is possible at this point (see “The Immortal Rules” for more information), and nothing short of the most powerful magicks will insure the character’s resurrection.

“The Pulse”: The Pulse is produced by contact with the Void, or through the effects of such spells as the Prismatics, or certain Exotics, Monsters, etc. The Pulse will result in a mandatory period of time during which no magicks will function upon the person, and no magicks may be cast by that person; the person pulsed is, in essence, “cut off” from the Power Magick for a brief period of time. This time is equal to 10 Phases from the time the Pulse first appears. At the beginning of the 11th Phase from the onset of the Pulse, magick items will flare back to magickal life, though all prior spells and spell-effects must again be cast or activated before reactivating.

Note: *One will still receive a normal Power Save during the Pulse, if such is called for. While “cut off” from all magick, one’s Power Attribute—and hence one’s Power Save—is unaffected by the Pulse.*

Pulse FX

Permanent Magicks: Permanent spells/spell-effects, including those which are artificed, will flare back to life after the pulse with no problem. They won’t have to be cast again in order to function.

Powers & The Pulse: Any Special Power, ability, skill, martial art, or whatever else that draws upon one’s Power Point Pool to function is considered to be pulsed when the character, person, or thing is pulsed. This includes certain Monster’s special abilities, as well as all Power Batteries.

Technology & The Pulse: Technology, such as phasers, blasters, starship shields, etc., cannot be pulsed—at least by the “magickal” version of the Pulse.

Primal Power & The Pulse: Since they have a primal-powered soul with 9 fully active Power Foci, at once in balance with both the Source and the Void, immortals are quite immune to the baneful effects of the Pulse. So are all artifacts.

Note: *Even if you have a Power Attribute of 100, you can still be pulsed, unless you’re a true, fully realized immortal.*

SPELL RESEARCH

Spell Research may be attempted at any point in the character’s career, provided that he has the “Inventor” Special Power, provided that he has the MinPower necessary to cast a spell of that particular Order, provided that the spell is compatible with his own field of magickal study, and provided that he has free time and money to finance his research. (Although this is called “Spell Research,” it also applies to any Alchemical Research as well.)

What Does The Spell Do? The first thing to determine is precisely what the character wants his spell to do. Factors such as damage, AOE, Saves, and special effects must be considered. Next, by comparing the desired effects of the new spell with spells that are already “known,” the Creator decides if the new spell will be possible or not. If the spell is possible, the Creator and the Player will get together and determine the possible Order of the new spell. If the spell is impossible, the Creator may feel free to inform the Player of this fact, and thus save them both some time and effort. Some editing, and possibly some boosting of effects or reduction of desired effects, is more than likely at this point of the process. Once the possible Order of the new spell has been determined, and both sides are satisfied, it’s time for the research to begin.

Research Time: The time required for research is outlined below:

<u>Spell Order</u>	<u>Research Time</u>
1st	10 weeks - 1 week per level
2nd	20 weeks - 1 week per level
3rd	30 weeks - 1 week per level
4th	40 weeks - 1 week per level
5th	50 weeks - 1 week per level
6th	60 weeks - 1 week per level
7th	70 weeks - 1 week per level
8th	80 weeks - 1 week per level
9th	90 weeks - 1 week per level
10th	100 weeks - 1 week per level

This time does not have to be continuous, and may in fact be interrupted with no loss of result. Thus, a spell may be researched over a single continuous period of time, like a long DT, or researched bit by bit over a series of DTs. For those lucky few whose levels are high enough to make the Research Time equation ridiculous, we suggest a minimum Research Time of 1 week.

Research Cost: Unlike any other kind of research, Spell Research requires lots of time, a workspace, and a great deal of money. The time, while steep to many mortals, can be dealt with. The workspace should be large enough—and sturdy enough—to allow the full effects of the spell to rage forth. The choice, location, and protections of the workspace are up to the caster. The relative safety of the surrounding countryside and its folk are, too. (Spell Research is probably responsible for more deaths than most plagues and wars are.) The actual supplies necessary for testing the effects of his new spell are up to the caster, as well. Logic will dictate these. Some “charm” or “suggestion” type spells will require living subjects to experiment upon, while some “disintegrate” or “blow up” spells will require raw materials (and possibly more living subjects). Suggested expenses—and these are only suggested, barring catastrophic side-effects and the like—should be equal to 10,000 Stars per week for the duration of the research. Failure to meet this cost will “freeze” the research at that point, and will not allow it to proceed until the proper expenses are once more paid.

Research Cost = 10,000 Stars per week

Success! At the end of the research period, the spell is added to the character’s arsenal. It is considered to be “learned” by the character, and may be assumed to be in his “Spellbook,” if desired. If the new spell is *really* good, if it significantly contributes to the campaign, or if it’s a Master Spell, then the Creator should feel free to reward the character with a Fate Point.

PRIMAL POWER, THE SOURCE, & THE VOID

Primal Power: All power—alchemical, magickal, mystical, and whatever else there possibly is—ultimately derives from primal power. Primal power is, in essence, the ultimate force behind all reality, all existence, and all non-existence. Only the immortals may dare attempt to employ pure primal power for the casting of their spells—and even the immortals themselves dare do so only with the utmost caution. (Primal power is covered at length in “The Immortal Rules.”)

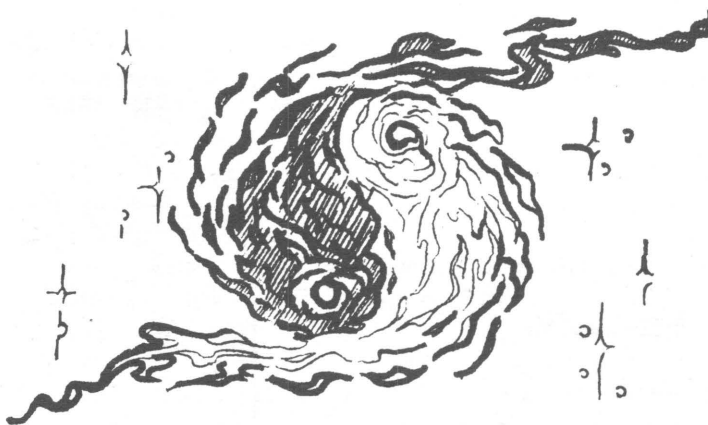
The Source: The Source, sometimes known as “The Source of All Magicks,” is the philosophical abstraction of power from which all magick users draw their magick power—or so the majority of magick users believe.

In truth, the Source is nothing more than the totality of all “positive,” or “living,” power. While it is somewhat correct to state that some power is derived from the Source, it is more correct to state that the Source acts as a “filter” for primal power—the ultimate “source” of all power.

The Source is the philosophical “diametric opposite” of the Void, a “polar opposite” so to speak. As such, energies from the two have a tendency to cancel each other—often with explosive, temporally disruptive results when manifested in the material world.

The Void: The Void is the realm of all that is lifeless, cold, and “negative” in magick power. It is the opposing philosophical abstraction of the Source, and all magick power derived from its hellish throes are totally inimical to all things living.

Contrary to popular belief, the Void is not the source of a practitioner of Mysticism’s power. This misconception stems from the Mystic’s belief in and pursuit of a state of being known as the “void,” wherein the truly adept may find a blissful state of purely focused “non-being.”



ARTIFICING

Artificing: Artificing may be used to permanently empower items with the Power Magick, transforming them from mundane items into truly potent magickal items. Virtually any inorganic item in existence can be artificed to contain magickal powers. Items may range from a simple pebble or stick to the most intricate suits of armor. Though virtually anything can be artificed, there will be a tendency for most artificed items to be of the Exotic variety (alloyed, composed, or impregnated with any of the Exotics), since the Exotics by nature are more innately suitable for the artificing process. For more info on the artificing bonuses of the Exotics, please refer to “Exotics.”

Who Can Artifice? All Pro Magick spellcasting professions who possess the Special Power “Artificer.” Semipro Magick spellcasters may buy this at the Creator’s discretion. The only “restriction” we suggest is that it be highly unusual for a non-spellcaster to pick up “Artificer,” for reasons painfully obvious, we hope.

All The Neat Stuff! The Special Power of the artificer empowers him with the knowledge of how to “tweak” the desired magickal effects into being in the formerly magickless item. With the notable exception of the various spells which may be permanently enchanted into the item—spells which are, by necessity, restricted to casters of those spells, and to casters of those spells only—each and every artificer can choose from among the many different Artificing Templates. The artificer’s own profession, spellcasting abilities, and other magickal abilities do not—repeat: do not!—limit or restrict the artificer in his choice of Templates (with the exception of the realm-specific spellcasting stuff mentioned above).

What Can I Artifice? Almost anything you can imagine, subject to the Creator’s approval. The most common items are, of course, those which grant the typical FRP Characters the most benefits, like magickal weapons, armors, and other such trinkets. Are there any limits to how much you can cram into a single item? Of course there are...

Slots: “Slots” refers to the number of individual spaces which store an artificed effect. For instance, if an artificed sword contained a +1 DC, this bonus would fit in Slot #1. If it contained an additional +1 AV Bonus, then that would take up Slot #2. What does all this mean? Well, when it comes down to the actual enchantment process, there are a limited number of Slots available (based upon the artificer’s relative Power Attribute, and his resultant Power Save), and each additional Slot becomes more difficult to artifice. Thus, even if you’ve got all the power in the world to spend on your Atomic-Mega-Death-Blade, you’d best be prepared to roll well as you fill up those Slots, or you’ll regret it (see below for the gory details of failure).

Note: Just in case you’re wondering, the most “expensive” Slot (the one which costs the most power to artifice) occupies the highest Slot (Slot #1), and so on down the line.

1 Ingot Of Exotic : 1 Item: This is the standard rate required to imbue an artificed item with the special properties of an Exotic. Any less simply will not do the trick. (Consider it a “critical threshold limit.”)

1 Exotic : 1 Item: This is the standard for 99% of all artificed items that contain Exotics. Any single item with more than 1 type of Exotic within it is quite rare, and is considered to be “hyperalloyed” (see “Exotics”).

2 Or More Exotics : 1 Item: This is Hyperalloying, and it is most difficult; obtainable only by those with “Master”-level Smithing ability (those with percentile-level Skill Rolls in their Smithing skill; refer to “Skills” and “Exotics” for more info).

The Procedure

To artifice an item, the caster must follow these steps:

1) The caster must “open” his own soul, or Power Point Pool, to the item. This requires a successful Power Save. From this point until the final closure of the process, the caster is completely incapable of any action other than pouring out his power to the item. All CVs are “0,” and the totally focused caster is completely helpless to attack, defend, perceive, or otherwise interact with his environment.

2) The caster must infuse his power unto the item. The first Slot requires no Save (it’s more or less a freebie, at least so far as Saves are concerned). However, after the first Slot, the Power Save becomes increasingly difficult to make.

<u>Slot</u>	<u>Power Save</u>
1	Free
2	-10%
3	-20%
4	-30%
5	-40%
6	-50%
7	-60%
8	-70%
9	-80%
10	-90%
11	-100% (impossible???)

Note: Please recall that the character’s Power Save is rolled on a d100, and must be equal to or higher than the number indicated.

3) Finally, the caster must “close” his soul to the item. This requires a final Power Save, which is at the artificer’s normal numbers. This final Save seals and makes the item’s magick permanent, which finally renders the artificed item complete.

Artificing

Note: Failure to artifice in a continuous, uninterrupted manner will result in the total failure of the process (see below for the effects of a “failure”).

The Price Of Failure: Failure to make any one of the Power Saves (or failure to perform a continuous enchantment process) will result in a display of sheer soul-damage. Damage will be equal to 1 Hit Point per 1 Power Point expended for the sum total of all Power Point Costs of the artificing! Due to the nature of this process, there is no way possible to avoid or diminish the damage once the Power Save has been failed (but Fate Points may be used to “make” the initial Save, of course).

Note: Failure to make the Power Save at any point will result in the immediate disintegration of the item itself, in addition to the other fireworks.

A Word About Power Batteries: Since the artificer must pay for each and every Power Point required in the Power Point Cost of the item, and since the costs can be steep, Power Batteries may be used, if desired. However, there is a price to pay for bending the normal bounds of Artificing in this case: Any Power Battery employed in the artificing of an item will be permanently drained and destroyed in the process—unless it has the ability of Power Regeneration! This applies even if only 1 Power Point is drained from the Power Battery! Why? Because a simple, non-regenerating power source will be totally leached by the artificing process, while a regenerating power source (a living being, a Power Battery with Power Regeneration, etc.) has an “internal powerhouse” which will keep the thing going, despite the drain. Sure, you can cheat, but it costs...

Power Batteries are permanently drained and destroyed if employed for Artificing, unless they are imbued with Power Regeneration

Triggering The Item: This requires but 1 Action Phase, no matter the casting time of the spell artified within the item. Triggering may be done by speaking a command word (see below), or by performing a simple physical action with the item (rubbing the old lamp, stroking the staff, etc.)

Command Words: Either word (or words) or the physical act is set by the caster at the time of the artificing. Commands may be in any mortal tongue, or in any magickal tongue, yet anyone who knows the proper command may speak it and trigger the item (spellcasting ability is of no consequence for this; anyone can do it, as long as he knows the command and can replicate it even somewhat passably).

Creator’s Note: Optionally, you can implement a “spellcaster-only” policy for the command words, with commands being set to specific realms of magick or even to certain languages.

Artificing Boosted Spells: The mechanics are a bit different for artificing Boosted, or damage-type, spells into items. First, the damage and the AOE are set into the item at the time of the artificing, and are not variable after that point. Why is it fixed? Because there is no living caster governing the magickal energies, shaping them and actively boosting them, once the spell has been

artificed into the item. Second—and here’s where things can get tricky—the Power Cost vs. Effect ratio can become quite unfair, especially when one compares a relatively low-level caster with a relatively high-level one. Here’s an example of what we mean:

Example: Bill and Ted are Wizards. Bill is 10th level, with a Power Attribute of 50, while Ted is 20th level, with a Power Attribute of 100. Let’s imagine that both are separately artificing a lowly 1st Order “Gesture of Power” into a nice little wooden backscratcher. Let’s say they’re both sticking with a “Charged” item, and let’s restrict them to a mere 1 charge per day. Consulting the “Magicks, Charged” Template, we find that the cost for a 1 charge per day item, casting a 1st Order spell, is 1,000 Power Points. (Bill, who has a personal Power Point Pool of merely 500, may have to cheat a bit with Power Batteries to pay for his item, but we’ll ignore that for now.) They both have the points, and they pay them. Now, however, we come to the stickler: so far as “boosting” is concerned, Bill, with his Power of 50, can invest up to 50 points of damage into the frame of a 1st Order spell, while Ted, with his Power of 100, can invest up to 100—but the base Cost is still the same for both of them!

But That’s Not Fair! Of course it is. If you have more power, then you should be rewarded for it. However, if you insist upon a proper explanation...

Why It’s Fair: Rather than get a headache with all the potential extra math (like, Costs for Boosted Spells adding an additional such-and-such number of points to the formula), we’ve found that it’s simply a whole lot easier to let the artificer pay for the spell as if it were merely a simple spell of a particular Order (instead of making him pay for all the extra damage involved in the boosting), then boost away within the frame of the artificing procedure itself (basically for “free,” too). Why does this work? Because, we rationalize, the artificer is already spending an arm and a leg for Power Cost during the artificing process, he’s putting his soul on the line already, and the extra nagging little cost of “boosting” a spell is so slight when compared to the true cost involved that it’s basically negligible. Thus, to summarize, Boosting is basically “free” provided you pay for the normal magicks artificing cost, you get more effect with higher personal Power Attributes, and it’s a lot easier.

Final Note: There are many possible combinations of damage, AOE, and so forth when dealing with artificing damage-type spells into items, and the Creator should consider himself duly warned before opening this can of wyrms.

Time Requirements: As mentioned above, all artificing must be done in one pass, with no breaks in the procedure. One may artifice an item in relatively brief time, however, with more powerful spellcasters being capable of quicker artificing. The time required to set up and artifice the template is as follows: The spellcaster can artifice 1 Power Point of the item’s total Power Point Cost per point of his own Power Attribute, per minute. The time requirements are summarized as follows:

**Artificing time = 1 Power Point of item’s total Power Point
Cost per point of artificer’s Power Attribute, per minute**

Erasing The Template: If you aren't satisfied with your artificed item, or you discover one that doesn't quite suit your needs, then it is possible to "erase" the artificed template simply by reversing the original artificing process. Of course this means that you must know and cast the same spell, reversing the entire artificing procedure in the process (with all power prerequisites to be met). The time to do this—provided you can do it at all—is the exact same as with the original artificing process. Finally, once the original template is erased, you have to start from scratch and artificed the item again, meeting all the requirements mandated by your artificing along the way.

The Artificing Templates

The following tables contain the most commonly employed Artificing Templates. A word or two of explanation first: The "Cost" refers to the Power Point Cost necessary to artificed that particular entry into an item, while the "FMV" refers to the Fair Market Value of an item with that particular entry enchanted into it.

AV: This grants the wielder of the artificed item an additional AV Bonus. Although typically reserved for weapons, other items have occasionally been employed for this.

<u>AV</u>	<u>Power Cost</u>	<u>FMV</u>
+1	1,000	+ 5,000
+2	2,500	+ 12,500
+3	5,000	+ 25,000
+4	7,500	+ 37,500
+5	10,000	+ 50,000
+6	15,000	+ 75,000
+7	20,000	+ 100,000
+8	25,000	+ 125,000
+9	50,000	+ 250,000
+10	100,000	+ 500,000

DV: This grants the wielder of the artificed item an additional DV Bonus. As per above, there are exceptions to the typical "shield, armor, and sword" matrix for this.

<u>DV</u>	<u>Power Cost</u>	<u>FMV</u>
+1	1,000	+ 5,000
+2	2,500	+ 12,500
+3	5,000	+ 25,000
+4	7,500	+ 37,500
+5	10,000	+ 50,000
+6	15,000	+ 75,000
+7	20,000	+ 100,000
+8	25,000	+ 125,000
+9	50,000	+ 250,000
+10	100,000	+ 500,000

AV & DV Note: While no single item will normally confer more than a +10 bonus either to AV or DV, there may be a few instances where a cumulative bonus, either AV or DV, supersedes the normal limit of +10. The Creator should consider himself warned to

beware of "bonus hoarding" (along with just about every other kind of hoarding), especially when the character already has certain special abilities, such as Focus.

Armor X: This grants the wielder of the Armor (yes, specifically "Armor") a multiple to his Base Armor Type in order to calculate his new Armor Protection value. For instance, if the Base Armor Protection Value of a suit of Khazak Battle Armor is 10 (this is Type 10 Armor), then the new value for a suit artificed up to Armor X 10 would be 100!

(Armor Type) X (Armor X) = New Armor Protection Value

Common Sense Note: Certain Armor Types and Exotics will clash, and may not particularly suit your campaigns (such as Silversteel and Type 1 Armor, or the infamous "Silversteel furs"). Feel free to invoke common sense whenever it suits your campaign.

Cumulative Armor X Note: As with normal armors, if someone happens to be wearing two or more different types of Exotic Armors, then he'll get only the best protective value of the most powerful Exotic—not the summation of the types. It is possible, however, to gain additional special powers and/or wardings by wearing multiple types of Exotic Armors (such as when wearing that Ultima Full Body Suit beneath your Shadar Steel Full Body Armor). Some types will clash, some will not.

<u>Armor X</u>	<u>Power Cost</u>	<u>FMV</u>
X1.5	1,000	+ 5,000
X2	2,500	+ 12,500
X3	5,000	+ 25,000
X4	7,500	+ 37,500
X5	10,000	+ 50,000
X6	15,000	+ 75,000
X7	20,000	+ 100,000
X8	25,000	+ 125,000
X9	50,000	+ 250,000
X10	100,000	+ 500,000

Note: The final value of the Armor Protection resulting from an Armor X of 1.5 should be rounded up.



Artificing

DC Bonus: This grants the wielder of the weapon an additional Damage Class Bonus when employing the weapon. It is *added* to the DC for the weapon. For instance, if a Great Sword, which has a DC of 5, is artificed with a DC Bonus of + 5, then the new *total* DC for the Great Sword will be a hefty 10.

DC for Weapon Type + DC Bonus for Artificing = Total DC of Weapon

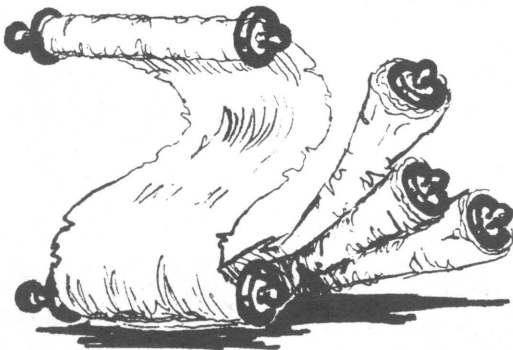
<u>DC Bonus</u>	<u>Power Cost</u>	<u>FMV</u>
+1	5,000	+ 25,000
+2	10,000	+ 50,000
+3	25,000	+ 125,000
+4	50,000	+ 250,000
+5	100,000	+ 500,000

Mods: This grants the wielder of the item a bonus to a particular Skill Roll (such as “Acrobatics,” or whatever skill is named during the artificing) or Special Power (such as “Keen Hearing”). These act as Mods, yet they are not bound by the “limit of 5” rule for acquiring additional Mods. For instance, if you already have 2 Mods in Acrobatics, and you hoard an artificed item which grants an additional +5 Mods to Acrobatics, then you’ll have a total of 7 Mods (and not the physical limit of 5).

<u>Skill Roll</u>	<u>Power Cost</u>	<u>FMV</u>
+1	1,000	+ 5,000
+2	2,500	+ 12,500
+3	5,000	+ 25,000
+4	7,500	+ 37,500
+5	10,000	+ 50,000

Movement: Items with the Movement bonus will grant additional CMR to the wielder’s normal CMR.

<u>Movement</u>	<u>Power Cost</u>	<u>FMV</u>
+1 CMR	1,000	+ 5,000
+2 CMR	2,000	+ 10,000
+3 CMR	3,000	+ 15,000
+4 CMR	4,000	+ 20,000
+5 CMR	5,000	+ 25,000
+6 CMR	6,000	+ 30,000
+7 CMR	7,000	+ 35,000
+8 CMR	8,000	+ 40,000
+9 CMR	9,000	+ 45,000
+10 CMR	10,000	+ 50,000



Magicks: Yes, if one has the ability to cast the spell, then one can artifice that spell into an item—provided one has the necessary Power Points required for the enchantment, that is! All magicks require but 1 Action Phase to activate. The exception to this rule is the “permanent” magicks, which may be set to be activated in but 1 Action Phase, or set in an “always on” mode (see explanations following).

<u>Magicks, Charged</u>	<u>Power Cost</u>	<u>FMV</u>
1 charge per day	1,000 per Order	+ 5,000 per Order
2 charges per day	2,500 per Order	+ 12,500 per Order
3 charges per day	5,000 per Order	+ 25,000 per Order

<u>Magicks, Permanent</u>	<u>Power Cost</u>	<u>FMV</u>
1st Order	10,000	+ 50,000
2nd Order	20,000	+ 100,000
3rd Order	30,000	+ 150,000
4th Order	40,000	+ 200,000
5th Order	50,000	+ 250,000
6th Order	60,000	+ 300,000
7th Order	70,000	+ 350,000
8th Order	80,000	+ 400,000
9th Order	90,000	+ 450,000
10th Order	100,000	+ 500,000

The Charge: This is equal to 1 casting of the spell, as it was originally cast (or artificed) into the item. All damage, AOE, range, etc. of the original spell is replicated each and every time the charge is used, with all applicable Saves and effects each and every time. The charge may be set at the time of enchantment to “go off” at a certain time (like “when I smack him with it” or “when I caress it lovingly”) and/or with the aid of a command word, which may be of any language desired (it doesn’t have to be “magick,” in other words; anyone can use it if you set it up that way).

The Permanent Charge: Unlike the feeble charge, the permanent charge can be set to be “always on,” or “up to 1 activation per Action Phase,” or it can be set up like a conventionally charged item (under those “go off” conditions above), only with no limitation to the number of times per day it can go off.

Why So Expensive? This is the mortal version of Artificing, and as such it is only as expensive as it is inefficient (at least when compared with the immortal version of Artificing; see “The Immortal Rules”).

What’s The Limit On Slots? Ten slots would appear to be the limit—the mortal limit, that is—but, as with all apparent “rules,” there may be ways to supersede this apparent limit. However, despite the number of slots in an item, these items remain, despite their apparent power, nothing more than mortal trinkets when compared with the true artifacts.

True Artifacts! No matter how much power you cram into these lesser items, no matter how dangerous you can possibly make them, they’re still nothing when compared to true artifacts—and you cannot even *attempt* to make a true artifact until

you're an immortal, when you can at last artifice by means of a "Primal Inscription."

If it's not a true artifact, then it can still be "Pulsed," and it can still be destroyed (if hit with enough force, subjected to Ultimates, or ravaged with primal energies or artifacts). See "The Immortal Rules" for more information on how the immortals can artifice truly great items...

Common Sense: Certain items go with certain categories of artificing, and certain items do not. When there is doubt, simply use some common sense. For example: Can a Sword or Weapon grant an Armor X? Typically not. Can a suit of Armor grant a DC? Again, typically not. Can a Staff get Sharpness? There are, however, certain exceptions even to these "rules," so be sure that both parties (Player & Creator) agree before bending or breaking these rules.

POWER BATTERIES

Power Battery: This allows the artificer to invest additional Power Magick into the item, in effect creating a Power Battery within the item. This reserve will act as a normal Power Point Pool, yet it will need to be recharged once used unless Power Regeneration is added. Power Batteries are handy for spellcasters because they provide an additional Power Point Pool for their spellcasting purposes.

Linking: To employ a Power Battery, one must "link" oneself with the battery. This requires a successful Power Save. Failure to make the Save will result in the character's being "Pulsed" (see "The Pulse"). Once successfully established, however, the link will last until the battery is pulsed, removed from the character's person, or completely drained (if non-recharging). While the link is maintained, the character can draw forth as much power from the battery as he sees fit, to aid and augment his own personal spellcasting. A separate link must be established for each and every battery.

The Linking Limit? One may establish and maintain only 7 links simultaneously. Why? Recall that mortals have 7 Power Foci (see "Power Foci"). These 7 Power Foci act as the character's own "Slots," and, once they're filled, the character cannot hold any more, unless he's an immortal (see "The Immortal Rules"). Please note that it is not normally possible to augment the natural carat value of Power Stones (see "Exotics") to cheat the 7 link limitation (i.e., putting three 10-carat stones in the same ring will not make 1 single 30-carat stone).

So, What If I Link With 8? The Creator gets to set your Character Sheet on fire, because you just blew up, your very own Power Point Pool explosively disrupting for 1 Power Point : 1 Hit Point of damage, along with each and every one of your 8 batteries popping off similarly. Hard to survive that (but it *is* possible). Oh, and your atoms are Pulsed, too. Don't do it, unless you're an immortal.

What About Power Recharge? Unless you are lucky enough to find a tome which describes how to artifice Power Regeneration into a battery (see "Things Magick"), the battery's Power will not recharge. Once it reaches "0," your character will have to recharge it himself. The item may be recharged at any time prior to "0," however, if the caster is so inclined. The process of recharging a Power Battery is as follows: Simply grasp the artifice item, make a successful Save vs. Power, which will "open" your Power Point Pool to the item, then transfer as much of your own power as you wish into the item, up to the item's containment limit. Recharge requires 1 Action Phase per 100 Power Points recharged. Failure to make the Save will result in a temporary "pulse" of the caster's Power Point Pool (see "The Pulse").

Note: Normal "running out of power" (or being drained down to "0" points) will not cause the battery to break, ruin, or somehow otherwise destroy itself. Using a normal, non-regenerating Power Battery during the process of Artificing, however, will destroy it!

Power Battery Use: The power stored within the Power Battery may be used by the caster as if it were from his own Power Point Pool. Power is spent on a 1 point to 1 point basis. There are no special Saves required to tap into a Power Battery (as opposed to "linking" with one). The only limitation is that the item or object must be held, or worn on the caster's person, to be used. (Stuffing it into that X-Bag won't work; the battery must be "out" to be used.) Casting time will still be the same for any spells cast in this manner.

Note: If the character is clever enough, there may be a way to "remotely link" himself with Power Batteries. Consider that deeply...

How Many Can I Hoard? As many as you want, provided you don't try to link yourself with more than 7 of them at once. You may begin to glow like a small star after a certain point, though, at least to those with Magick Sense.

<u>Power Battery</u>	<u>Power Cost</u>	<u>FMV</u>
100 Power Points	1,000	+ 5,000
200	2,000	+ 10,000
300	3,000	+ 15,000
400	4,000	+ 20,000
500	5,000	+ 25,000
600	6,000	+ 30,000
700	7,000	+ 35,000
800	8,000	+ 40,000
900	9,000	+ 45,000
1,000	10,000	+ 50,000



EXOTICS

Exotics cover the full spectrum of metals, elements, compounds, minerals, substances, etc., found within the SenZar Rules. Exotics are materials that are generally a cut or two above the “norm” in the standard FRP game setting. Many of them have unusual properties, both for offensive and defensive purposes.

Exotic Explanations

Ingots & Bars: These are the standard measures for Exotics.

1 Ingot = 100 Coins

1 Bar = 1,000 Coins

1 Block = 10,000 Coins

The “coin” is a relative measure, at best, for some of the Exotics that aren’t bartered as legal tender. It is, however, an extremely convenient way to standardize the Exotics as far as Enchantment purposes are concerned.

Artificing With Exotics

1 Ingot Minimum: This is the standard rule of thumb for Exotics used in artificed items. There is a minimum requirement of 1 Ingot of an Exotic in order to gain its potent special bonuses and powers. Any less, even 1 Coin less, simply will not do (there aren’t any fractions of bonuses, in other words; it’s all or nothing). Armor and Weapons will require a minimum of at least 1 Ingot in order to gain the special properties of the Exotic. Golems generally will require 1 Ingot of Exotic per Kill Factor (see “Creeping Death”) of the Golem being constructed. Trinkets, or miscellaneous items such as rings, brooches, and other such “small” things, generally will require no more than 1 Ingot.

Armor = Minimum of 1 Ingot

Weapons = Minimum of 1 Ingot

Golems = Minimum of 1 Ingot per Kill Factor

Trinkets = Minimum of 1 Ingot

The Exotic Advantage: Why use an expensive Exotic to artificed an item when the same item can be made from ordinary materials? Reason Number One: Ordinary materials can be destroyed by ordinary means, whereas Exotics may be destroyed only by another Exotic (or by certain other “Immortal” means explained below). Reason Number Two: Exotics allow more powers and enchantments to be crammed into the item, at a greatly reduced Power Cost. So why even bother with using “normal” materials in the construction of magick items? The wise Creator can take advantage of the lower resale value of non-Exotics in “Things Magick” (handy for keeping those coin collections down to reasonable levels in some campaigns). Also, if Exotics are a rarity in your campaign, then you have an alternative to Exotic-only artificed items, and your spellcasters can still create magick items.

Creation Requirements

There are a few simple requirements when it comes to the creation and manufacture of Exotic items:

The Master Rule: Quite simply, to work an Exotic, the character must be a “Master” in the appropriate skill. Anything less will result in total failure. The legendary “Master” rating may be achieved either through superior GovAttributes in that skill, or by having enough Mods to qualify. Remember: The “Master” must have a Skill Roll of “0.05” or better!

Creating Exotic Armors & Weapons: Obviously, the character doing the actual work upon the object or item must have the appropriate skill with which to create it. For instance, if a suit of armor, shield, or a “hack & slash” weapon such as a sword or axe is being crafted, then that character must have the “Smithing” skill. If a bow is being crafted, then the character needs the “Bowyer” skill. Also, the character must be familiar with the item being created, or must have access to an item of the same type being created in order to create it. The only exception to this is when the character has the “Inventor” Special Power, which will allow him to “invent” new types of items, which he can then create with the appropriate skill.

Exotics On Exotics: To work the Exotic, one must employ an Exotic of equal or higher relative strength. This can be determined through simple inspection of the Exotics, and a dose of common sense. In certain cases, such as with Zynsh, the manufacturing process is explained in its listing.

The Vulcan Forge: The character must have a suitable forge or workshop where he can work the material. Volcanic heat will serve to work most of the Exotics. Certain technomagickal environs may be used as well, such as any of the “fusion” or “anti-grav” ones. While the latter may only be employed in the more advanced campaigns, the former, the volcanic forge, may be employed by any who manage to wrest the secrets of the ancient “Vulcan Forge” from the Khazak race who so jealously guard them. Any Khazak character with the “Smithing” skill will know of them, and may recreate them with a suitable heat source, such as a volcano; with a minimum of 1,000,000 Stars of investment in creating the necessary constructions to house the forge; and about 1,000,000 man-hours of skilled labor to do the actual construction work. The Vulcan Forge is mammoth, and extremely hazardous to the health of those not familiar with its use. It is, after all, hot. (Small wonder why most characters try to “steal” a super-tech forge from more advanced cultures instead of having to build one themselves.)

Where & How Can I Do This? Typically, Exotics may be worked wherever they will not destroy the workspace, or destabilize the work environment. Obviously, as their listings will explain, there are simply some places and situations wherein some Exotics cannot be worked (like trying to work with Shadar Steel in a place consecrated to some “good” deity). If there’s still any doubt as to what can be forged where and how it can be

done, there's always "Soulforging," the ancient Prime Power which some Material Gods (or other immortals) may possess, which can work any of the listed Exotics; and the use of "Wish"-type enchantments, which, again, can work any of the listed Exotics. Too bad the character has to be an immortal to employ those two methods (unless he's lucky enough to stumble upon a free "Wish" while he's still mortal).

Exotic Alloys & Hyperalloys: A few of the Exotics are in fact composites, or hyperalloys, of two or more other Exotics. Valnog, for instance, is a hyperalloy of Black Moonlight and Obsidium. It combines some of the better defensive qualities of the two Exotics to yield a much more potent defensive quality, though it does this at the expense of sacrificing its potential offensive qualities. If Players wish to experiment with hyperalloys, all that is required is the Inventor Special Power, the appropriate smithing set-up (if any is applicable), and the Creator's approval. Feel free to experiment. Just recall that one must be a Master to work with them, and that in order to gain something better in the alloy, quite often one must be willing to sacrifice in order to achieve it.

Modifiers To Artificing Cost: Following the entry, there will be listing(s) which include a percentage, or other information. This refers to the corresponding listing in "Artificing Templates" and is the modifier to the Artificing Cost while artificing an item which includes that particular Exotic. This merely means that certain Exotics are better than others for granting modifiers to the extremely high power cost (and *not* FMV, or monetary cost) of artificing items.

Example: Adamant lists the Artificing Template of Armor X at 50% Cost. This means that all "Armor X" artificing while using Adamant costs but one-half (50%) of the normal Artificing Cost listed under "Armor X."

Exotics Defined

Adamant: An achievement of Mokarr Alchemy, this glossy black metal is steeped in the blood of the unborn. Contrary to myth, Adamant does not lose its efficacy when exposed to sunlight. **Armor X:** 50% Cost. **DC:** 50% Cost. **AV:** 90% Cost. **DV:** 90% Cost. **Magicks:** 90% Cost.

Alganor: This dull grey metal inhibits psionic, telepathic, and mystical abilities and effects. Alganor will provide a free duplication of the Special Power of Mind Mastery, provided a minimum of 1 Ingot of Alganor is used. It is not necessary to sacrifice a creature to provide the Special Power, as Alganor takes care of this itself. **Armor X:** 90% Cost. **DC:** 90% Cost. **Special Power:** Special Power of Mind Mastery (free). **Warding:** vs. Mysticism 10% Cost.

Arru: This jet black crystalline compound has the uncanny ability to ward magick, as well as to "pulse" anyone struck for damage by a weapon (or whatever else) composed of Arru. The "pulse" is automatic, with no Save, and will endure for the normal duration of the Pulse (see "Magicks" for more info on "The

Pulse"). The bad news is that anyone with artificed Arru armor (or any other protective device of Arru which has been specifically Warded vs. Magicks) upon his person is also warded versus the beneficial effects of his own and others' magicks (of the same Order which is warded, and below), unless the Arru item incorporates the mysterious property of "Polarization" into it (see "Things Magick" for the specs). Arru has no warding powers vs. Primal Magicks or artifacts. Arru has no effect upon pure technology, either. **Warding, Magicks:** 10% Cost. **Special:** Inflicts "The Pulse" upon any who are struck for damage by an Arru weapon or item.

Note: There would appear to be a non sequitur concerning the artificing of a material that wards the magick with which it comes into contact. Rationalize it as you will.

Black Moonlight: This Mokarr Exotic resembles Terran materials such as Dacron and Spandex. "Hard" weapons such as swords, hammers, axes, and "pointed" weapons such as arrows and bolts cannot be made from Black Moonlight; garrotes, whips, and the gamut of the "soft" weapons, however, can. **Armor X:** 25% Cost. **DC:** 50% Cost ("soft" weapons only). **AV:** 75% Cost. **DV:** 75% Cost. **Magicks:** 50% Cost.

Borazon: This analog of an actual Terran crystalline compound (boron nitride) has been enhanced to provide even more durability than the original compound. Borazon appears as a "white diamond" type of crystal. While it is admitted to be only a "bit" superior to diamond in hardness, Borazon's already amazing heat resistance has been amplified to an extreme degree. **Armor X:** 75% Cost. **DC:** 75% Cost. **Warding, Elemental (Fire):** 50% Cost. **Sharpness:** 90% Cost. **AV:** 90% Cost. **DV:** 90% Cost. **Magicks:** 90% Cost. **Special:** Borazon provides a free AP of 5 per Armor Type vs. all fire and heat damage.

Gravidium: This pulsing, crystal blue metal's atomic matrix is specifically engineered to concentrate and focus demolishing g-forces in the same vector, or force-direction, of the alloyed weapon. **Armor X:** 25% Cost. **DC:** 25% Cost. **AV:** 75% Cost. **DV:** 50% Cost. **Magicks:** 90% Cost. **Vector Impact:** 50% Cost.

Ironwood: This "organic" Exotic is in fact the heart of the greatest tree on the face of SenZar: the majestic ironwood tree. Found only in the Paleozoic-style Great Rift, Ironwood is harvested by the Azaar only from trees that have succumbed to age, or have been felled by natural disaster. Once harvested, the Ironwood is "heat-tempered" through an interesting "volcanic tempering" process by the Azaar, and during this process the Ironwood acquires its dull black anodized finish. The process itself is a closely held secret of the Azaar, and surprisingly enough, only the Azaar seem to be able to produce "pure" Ironwood. It is suspected that the unique mineral content of the volcanoes found within the Great Rift (where most things are unique to begin with) catalyzes the Ironwood in some fashion, causing it to transform from its "ordinary" mahogany-like state into an organic material that is more durable than steel. **Armor X:** 90% Cost. **DC:** 90% Cost. **AV:** 90% Cost. **DV:** 90% Cost. **Magicks:** 90% Cost. **Power Batteries:** 50% Cost. **Special Powers:** 50% Cost.

Exotics

Krystallor: Armor constructed from this ice-blue crystalline material provides superior resistance versus all forms of cold—even down to the threshold of absolute zero. **Armor X:** 50% Cost. **DC:** 50% Cost. **AV:** 25% Cost. **DV:** 75% Cost. **Magicks:** all “cold” magicks at 10% Cost. **Power Batteries:** 90% Cost. **Warding, Elemental (Cold):** 10% Cost. **Special:** Krystallor provides an AP of 10 per Armor Type vs. all cold attacks.

Mysta: Sometimes referred to as “the spirit metal” due to its Astral origin, Mysta appears in the Prime as a sight-dizzying metal that changes its colors like oil glistening on water. Mysta is so light as to be considered “gossamer,” or nearly immaterial. Weapons forged from Mysta, however, are so “immaterial” that they slice through the hardest armors as if they weren’t there—unless, of course, the armor is made of Mysta, which will defend as normal. No Slot is necessary for this effect. **AV:** 50% Cost. **Armor X:** 75% Cost. **DC:** 50% Cost. **AV:** 50% Cost. **Magicks:** 75% Cost. **Power Batteries:** 50%. **Special:** There is no Armor Protection versus weapons made of at least 1 Ingot of Mysta.

Obsidium: The black blood of Chthon herself, Obsidium is issued forth from her heated wounds and refined by the Bane of the Three Moons by the Mokarr. Obsidium resembles anodized steel, flecked with crystals of obsidian. Obsidium is devastating when employed for blades, as it causes a “Sharpness” effect. **Armor X:** 50% Cost. **DC:** 50% Cost. **AV:** 75% Cost. **Sharpness:** 25% Cost. **Bifurcation:** 50% Cost.

Omnium: The so-called “ultimate techno-metal,” Omnium is employed for the superstructures of the finest spacefaring vessels. As light as aluminum yet tougher than the purest diamond, Omnium commands a premium in all known sectors of space. Pure Omnium gleams like extra-shiny aluminum foil. **Armor X:** 25% Cost. **DC:** 25 Cost. **DV:** 50%. **Sharpness:** 75% Cost.

Orikalk: Shining with a deeply hued reddish-golden luster, Orikalk, like its relative Solara, is held as a sacred metal by sun-worshippers everywhere. **Armor X:** 50% Cost. **DC:** 75% Cost. **AV:** 90% Cost. **DV:** 50% Cost. **Magicks:** 50% Cost. **Warding, Elemental (Fire):** 50% Cost.

Shadar Steel: Sometimes erroneously referred to as Druus Steel, this void-black, soul-blasting metal is truly wicked; compounded by the Shadar Lords themselves to harvest, store, and sometimes even to obliterate souls. Its very existence owes to the eternal enslavement of souls who empower it with their very Essence. Once forged by the light of the Void Moon, Shadar Steel is eternal, and may not be destroyed, save by Primal Magicks, artifacts, Alkahest and other Ultimates, or by other objects of Shadar Steel. Shadar Steel gives off an evil “aura,” even to those who cannot normally see or sense such things. Actual physical contact with Shadar Steel can cause most sentients to “hear” the “psychic screams” of the souls trapped within the hellish metal. **Armor X:** 10% Cost. **DC:** 10% Cost. **Special:** Shadar Steel will cause any mortal sentient struck for damage by it (even if only 1 Hit Point of damage is done; “sentients” being all living creatures with souls, but not golems, constructs, or simulacra) to Save vs. Power or die instantly. Any sentient slain by Shadar Steel will

instantly have his soul doomed to the Void. Those with a Power of 100 need only fear should they be “killed” by Shadar Steel—because then it’ll doom them to the Void just like anyone else. **Special 2:** all other Artificing Cost is at 10%!

Shiril: This dull grey metal, which strongly resembles Alganor, is in fact its polar opposite: Shiril augments the effects of magicks. Spellcasters who focus their powers through a Shiril weapon, item, or even a suit of armor can cause Piercing type effects with their spells. **Armor X:** 90% Cost. **DC:** 90% Cost. **AV:** 75% Cost. **Magicks:** 25% Cost. **Piercing:** 10% Cost.

Silversteel: This Khazak holy metal exhibits a chrome-bright sheen unmatched by any other Exotic. Silversteel is Soulforged, and is considered to be “inappropriate” for any save for the Khazaks themselves. The exact Soulforging method is, of course, nothing less than a sacred secret to the clannish-minded Khazaks. **Armor X:** 10% Cost. **DC:** 10% Cost. **AV:** 75% Cost. **DV:** 90% Cost. **Magicks:** 90% Cost. **Sharpness:** 50% Cost. **Bifurcation:** 90% Cost.

Solara: The sacred metal of both Silestions and Solarr, Solara is rumored to be the golden metallic remnants of the former Silesian homeworld’s sun. Solara is totally immune to the ravages of heat and fire, up to and including the searing fusion-generated plasma conditions at the heart of a star. It cannot be forged in a typical smithy. **Armor X:** 50% Cost. **DC:** 50% Cost. **AV:** 25% Cost. **DV:** 75% Cost. **Magicks:** all “fire” magicks at 10% Cost. **Power Batteries:** 90% Cost. **Warding, Elemental (Fire):** 10% Cost. **Special:** Solara provides an AP of 10 per Armor Type vs. all fire or heat attacks.

Supremium: The product of Death Horde technomagick, Supremium is as great as Shadar Steel—and moreso, once one considers the fact that Supremium does not rely upon souls to empower it, though it very nearly matches Shadar Steel strength-for-strength. Though it lacks Shadar Steel’s formidable “Void” special powers, Supremium makes up for this tiny shortcoming by being “clean” and “noble” enough for even the most wholesome and pure PC to use. Ironical, considering its true origins. Supremium is the only Exotic with a special inclination to make loud, obnoxious noises when it cleaves something during the process of Bifurcation. Golden lights shine in concert with the loud noises, as the molecular structure of Supremium vibrates and reverberates sympathetically with the cleaving effect. Supremium’s lustrous color has been described as being “more golden than gold itself.” **Armor X:** 10% Cost. **Bifurcation:** 10% Cost. **DC:** 10% Cost. **Special:** All other Artificing Costs at a mere 10%.

Ultima: The product of untold Ages of Alchemical research, Ultima is proof vs. any and all 1st-10th Order Alchemy, including the legendary Alchemical Ultimates. However, since Ultima provides no form of “auric” protection field, one must be totally enclosed by Ultima in order to be warded by it. As such, the “full body” types of armor (Type 10 Armors, especially those of the “full body suit” variety) are the most sought after, at least so far as Ultima is concerned. For example, if one is wearing a Type 10

Full Body Suit of Ultima, then, should one be hit by Alkahest, no harm is done either to his person or his Ultima armor. However, all items still on the person being struck yet “outside” the protective confines of the Ultima armor will be subject to the full effects of the Alkahest. Please note that no venoms, poisons, gasses, or other such “alchemically delivered” mischief will harm the character unless they actually breach the Ultima which encloses him, in which event they will affect him as normal.

Conversely, Ultima will ward the character vs. the *beneficial* effects of Alchemy. Thus, while one might be safe from alchemical effects while wearing Ultima, one will suffer when it comes to healing and the like, unless one takes the Ultima off!

Ultima is, in effect, “materialized,” or “fixed” Quintessence. It is a translucent, crystalline purple color when fixed for Armor (although a skilled Alchemist may fix it in any color, shape, or form desired). Alternately, it may be fixed to store Ultimates or other Alchemical substances, in which case it becomes virtually clear, effusing the “ideal color” of the substance stored within it. (Alkahest, the ultimate acid, will radiate a deep crimson or reddish hue when stored; Cryonax, the ultimate cold, will radiate an eerie white or pale blue hue, etc.) Alchemists must use Ultima vessels to store many of their Ultimates, which cannot be held in check by many other conventional means. Please note that there is no Artificing normally possible with Ultima, as it is, by its unique nature of manufacture, already “artificed.”

Urru: This gleaming, silvery metal has an uncanny affinity for storing the Power Magick, and it reacts like a supreme magickal catalyst. **Magicks:** 10% Cost. **Power Battery:** 10% Cost. **Power Regeneration:** 10% Cost. **Piercing:** 10% Cost.

V-Steel: The so-called “penultimate techno-metal,” V-Steel, like Omnium, is highly prized by the spacefaring community for use in the construction of lightweight, extremely durable spacecraft, superstructures, and in certain planet-bound mega-engineering projects. Unlike Omnium, however, V-Steel also is an excellent conductor of magick power, and as such is prized by spellcasters everywhere. **Armor X:** 25% Cost. **DC:** 25% Cost. **AV:** 90% Cost. **DV:** 90% Cost. **Magicks:** 50% Cost. **Power Battery:** 25% Cost. **Power Regeneration:** 75% Cost. **Sharpness:** 50% Cost. **Bifurcation:** 90% Cost.

Valnog: This jet-black Mokarran hyperalloy of Black Moonlight and Obsidium is employed in the armor of the elite Mokarr Death Squads. Only the Mokarr elite dare possess it. While it lacks true offensive capability (limited as is its close relative, Black Moonlight), it is extremely durable, flexible, comfortable, and form-fitting. **Armor X:** 10% Cost. **DC:** 50% Cost (“soft” weapons only). **DV:** 75% Cost. **Magicks:** 25% Cost. **Physical Warding:** 90% Cost.

Vermix: Fatal to the touch, Vermix is indeed a most baneful hyper-alkaloid “metallic venom.” Vermix is a repulsive black hue, interspersed with pulsing granules of puke green and blood-bruise purple. **Armor X:** 75% Cost. **DC:** 50% Cost. **AV:** 90% Cost. **DV:** 90% Cost. **Magicks:** 90% Cost. **Special:** If a character is struck for even a single point of damage by a Vermix weapon (if only 1

point gets through his AP), he will suffer an additional 10-100 points of cruel, spastic, flopping and foaming damage from the effects of the venom, instantly and automatically suffering from the baneful effects of a Devastating Critical Hit. Those with the Special Power of Toughness will ignore the Crit, yet will still take the additional damage. This will occur after each and every damaging hit. (Creator’s Warning: Wearing Vermix armor may be hazardous to your health!)

Vibrazyne: Resembling Vibrum physically, Vibrazyne is useful defensively, for it has the unusual property of nullifying a portion of the incoming damage vector, specifically that resulting from purely “physical” damage. Please note that most Vibrazyne weapons would be totally pointless, if somewhat amusing. **Armor X:** 10% Cost. **Warding, Physical:** 10% Cost.

Vibrum: This scintillating, pulsating silver-grey metal has the most unusual—and most dangerous—property of explosively multiplying all forms of energy—magick or otherwise—that contact it. As such, it is generally considered to be an exercise in sheer idiocy to manufacture armor and weapons from Vibrum. However, for the enterprising soul, there is always the possibility of manufacturing a magickal focus with which to amplify one’s own spellcasting effects. The problem, however, lies in actually manufacturing the Vibrum focus, because it explosively multiplies any and all energy that encounters it on a 2:1 basis. One “conventional” method proven to somewhat safely manufacture Vibrum is by means of a properly stated Wish. Failure, however, will ensure a very damaging crater in your spellcaster’s neighborhood. Another is by the ancient art of Soulforging (which the Khazak and Starin jealously guard for themselves, and for good reason!). In any event, any focus constructed of Vibrum will amplify the power of any “damage-type” spell cast through it, effectively multiplying the damage from the spell by a factor of 2X. **Special:** 2X all magickal damage cast through Vibrum item focus.

Zidrae: When applied to any weapon or armor, this void-black, ultra-dense, light-absorbing metal can invoke devastating damage and prohibit the same. (Materials composed of Zidrae will register up to 10X their normal mass. As such, we suggest that it be employed only by those characters with a STR of 20 or higher.) **Armor X:** 10% Cost. **DC:** 10% Cost. **AV:** 90% Cost. **DV:** 90% Cost. **Warding:** vs. Hardcore radiation 10% Cost. **Special:** Zidrae provides an AP of 10 per Armor Type vs. all hardcore radiation damage.

Zulzak: This baleful greenish-purple metal emits doses of hard radiation to all those unfortunate enough to bask in its presence or get hit by it. **Armor X:** 75% Cost. **DC:** 50% Cost. **AV:** 90% Cost. **DV:** 90% Cost. **Magicks:** 90% Cost. **Special:** Those who are hit for damage will take an additional 10-100 points of damage from radiation, and may possibly mutate if they do not keel over and croak. (Refer to Campaign Builder #2 for more information on mutants and mutations.)

Note: Folks who wear Zulzak armor will take 1 Hit Point of radiation damage per Armor Type of the armor, per hour. Those who bear weapons of Zulzak will take 1 Hit Point of rad-damage per Base DC of the weapon, per hour. Those who wear trinkets such

Exotics

as rings, amulets, etc., will take 1 Hit Point per hour. Natural Armor Protection will absorb this damage.

Zynsh: This thrumming, pulsing “rainbow metal” is the embodiment of the nine-band SenZar spectrum. The individual alloys of each of the nine bands affect weapons and armor as per the corresponding “Prismatics” spells, while the full mega-alloy does the full nine-band effect. (*Note: Zynsh occurs as a single-color-only material. To meld more than a single color into a single item requires that one Hyperalloy the individual Zynsh colors. Thus, it will become increasingly difficult to achieve the higher “multiple-color” effects within a single item.*) These effects will occur *per* strike, for both offensive and defensive purposes. Zynsh *does* have a true physical form; however, once the Zynsh is applied to the actual weapon, armor, or item during the smithing process, it destroys the item itself, and effectively takes its form as a “stabilized” energy pattern. Needless to say, this most eclectic manufacturing process is limited to Wish-type magicks, Soulforging, and to those highly skilled Master Smiths working with Zynsh tools. **Special:** Weapons made of Zynsh will strike for the damage of the corresponding band of color—not for the damage of the weapon type, as there is no true physical weapon—while armor will both nullify totally all damage and effects from its corresponding band of color and retributively strike back anyone directly, physically attacking the wearer. Remember: these effects, both offensive and defensive, occur *per* strike; the Zynsh item does not have to pause or abate for any length of time to recharge. Please note that a Critical Hit by a Zynsh weapon (or with any of the Prismatic effects) will not cause double damage.

Note: Please refer to the Sorcery “Prismatic” spells for the various effects of the various colors of Zynsh.

Silverstuff

Silverstuff: This scintillating silver liquid is the actual “essence of creation,” the “essence of the gods themselves,” or simply “Primal Power with physical form.” In any event, Silverstuff is the *ultimate* of the Exotics. It doesn’t grant any Armor X or DC, but it *does* grant primal power on a 1 dose to 1 point basis!

The Dose: As far as immortals are concerned (or at least those characters with primal power), a single dose of Silverstuff will grant the character a single point of primal power. The Silverstuff will filter into the character’s own essence, or soul, and will impart its own essence upon the character’s.

1 Dose Silverstuff = 1 point of Primal Power

Note: A “single dose” may range in size from a single dram to an ounce or even a gallon or more. It all depends upon the whim of the Creator, and upon the relative “power” of the entity that “donated” the dose. For game purposes, we prefer to use the standardized Alchemical term, which is explained in the “Alchemy” section in “Magicks.”

The Permanent Pulse: Silverstuff has the very interesting side-effect of nullifying all magicks that come into contact with it.

This effect is similar in nature to “The Pulse” (refer to the “Spells” section for more info). The only difference in the effect is that any magicks “pulsed” by Silverstuff *permanently* pulse. The Silverstuff, in effect, “devours” the magicks with which it comes into contact.

The Anshadar Effect: Silverstuff has the ability to “trigger” the so-called “Anshadar Effect,” or the transformation of mortals into immortals. Unless the character is actually ready to become immortal, however (has reached 20th level, in other words), the Silverstuff will “pulse” the soul of the foolish mortal—permanently. And those who actually are ready to transform will find that they’re “pulsed” on a temporary basis while their mortal body “dies” and their new immortal form is born. The newborn immortal is totally helpless while this metamorphosis occurs—and the “Silverstuff chrysalis state” can last for a few seconds, to a few hours, even to a few days or longer (Creator’s discretion).

FMV Silverstuff: Silverstuff is an artifact, and shouldn’t even be considered to be marketable. Also, it does not occur in the “Things Magick” listing for Loot with the rest of the Exotics. In fact, it occurs in “Artifacts.”

Power Stones

Power Stones: These are jewels which have the potential to store magick power. They do not, however, have the ability to provide Armor X or DCS. They are, quite simply, the “common” Exotics that can (and should be) used for the more mundane Things Magick, specifically Power Batteries.

The 7 Power Stones: In order to have a Power Potential, the stone must be of a specific cut, quality, and carat value. To standardize this (and make it a bit easier to use), we’ve set the standard carat value at 1 carat (the cut is Creator’s choice, if any, and the quality is obvious: “jewel”).

<u>Power Stone</u>	<u>Type</u>	<u>Power Potential per Carat</u>
Sunstone		1
Moonstone		5
Starstone		10
Bloodstone		25
Black Quartz		50
Rainbow Quartz		75
Purple Krystall		100

Max Power Potential: There’s no practical upper limit as to how many carats of a particular type of Power Stone can be employed together. The only limit is the Creator’s discretion—and a simple word of advice: we suggest that you employ the 7 Power Stones for Power Batteries, specifically within a 1 carat to 1 magick item frame.

But We Like Power! In the long run, the use of the 7 Power Stones for the majority of “mundane” Things Magick will really provide a sharp contrast with the Exotics when they show up in the game.

The “Master”: It takes a Master Jeweler to cut, set, and fashion these beauties, and he must have instruments of superior quality (Exotic or Power Stone-type equipment) in order to perform his work.

Value Of Exotics & Power Stones: Refer to “The Marketplace.”

VENOMS, POISONS & RADIATIONS

Quite simply, venoms, poisons, and radiations in the SenZar System are very nasty. Read on, and discover why...

Venoms: Venoms are toxic substances extracted from living creatures. Venoms normally do damage once insinuated, or when introduced by trauma into the victim’s body. As such, venoms are the preferred method of assassination for most evil characters (not to mention some good ones as well!). Venoms may also be ingested, of course. Venoms do not often cause damage by simple contact or inhalation, though the resourceful Mokarr have pioneered many different delivery media for venoms that were once relegated to poisons (like aerosol-delivered venom Bombs).

Poisons: Poisons are toxins extracted from plants, herbs, or any number of naturally occurring substances. Poisons normally are ingested, inhaled, or insinuated. They can be quite effective—even as effective as venoms—although their method of delivery may cause some to balk. Poisons, unlike venoms, are not normally “combat” weapons; usually they are placed or put into something that someone will ingest at some future time. They rarely do damage by simple contact.

Radiations: Since sunlight, visible and invisible light, heat, and just about everything else in existence emits radiation of some form, we’re only dealing with “hardcore” radiations here. There are very few ways to shield yourself from hardcore radiation. If you are fortunate, you may actually mutate after exposure to radiation. This, however, is extremely rare. Most who are exposed to *hardcore* rads simply get sick, wither up, and die.

1 Dose, 1 Weapon: For ease of game play, one dose of venom or poison may coat any one weapon. One dose is used for every successful hit. Therefore, after the first successful hit, one dose is considered to be gone.

Damage Per Dose: Unless otherwise noted, all damage is per one dose or one exposure.

FMV: This is the Fair Market Value for the “black market” (available in most civilized cities) value of the substance. Costs are per dose.

Saves: If they aren’t listed, then you don’t get one.

A Word On Natural AP: Unless otherwise noted, this will not reduce the effects or damage from these toxins (most of which must get through the AP in the first place before they can inflict trauma).

Extractions, Creatures & Doses: The 1st Order Alchemy spell “Extraction” and the skill VP&R both allow the character to extract a single dose of venom, poison, or toxin from any single creature. As for the max number of doses a single creature will provide, simply use a guideline of 1 dose per Kill Factor of the creature.

VENOMS

Black Scorp Venom: This motor-inhibitor will temporarily cause the victim to lose ½ of his CMR, and ½ of his SPD, rounded down. **Duration:** 100 minutes - 1 minute per point of CON. **FMV:** 1,000 Stars.

Snake Venom: This “generic” snake venom will cause 3-30 points of damage. **FMV:** 300 Stars.

Spider Venom: This “generic” spider venom will cause 2-20 points of damage. **FMV:** 200 Stars.

Toad Venom: This minor toxin causes 1-10 points of damage. **FMV:** 100 Stars.

Vaga Venom: Vaga venom, a horrid neurotoxin extracted from a sinister creature found only in the eternal darkness of the Midnight Realm, has two distinct effects: it may either paralyze, or punish.

Paralysis: This effect will paralyze the victim. The victim may neither move his limbs, nor speak. Victim may think, breathe, and excrete, but that’s it. No true damage is done by this method. Those with any sort of Regeneration, including Basal, are totally immune to this. **Duration:** Permanent, or until cured by magick. **FMV:** 5,000 Stars.

Punish: This will cause 5-50 points of damage. Victims of this excruciating effect will contort and twist, suffering the effects of a “Devastating Critical Hit” until the damage is totally cured, or unless a Save vs. CON is made (which will cease the contortion, yet will not reduce the initial damage). **FMV:** 5,000 Stars.

Vermix: This venomous metal, dealt with in “Exotics” at length, will cause 10-100 per hit. Vermix may be used multiple times; with multiple hits causing *multiple* damage. Since Vermix can be used to forge weapons, it does not simply “go away” once it hits. **FMV:** as Exotic.

Venoms, Poisons & Radiations

Wyvern Venom: Extracted from the flighty, pernicious Wyvern, this hemotoxin has but one use: death. **Save** vs. CON or die. Successful **Save** equals a “Devastating Critical Hit” for 20 hours - 1 hour per point of CON, or until damage is totally cured. Those with a CON above 20 are immune to Wyvern venom. **FMV:** 10,000 Stars.

POISONS

Absinthe: This green liqueur robs victims of their memories. **Save:** vs. INT or lose the last 24 hours of memory. **FMV:** 500 Stars.

Aqua Mortis: The “Waters of Death.” This Alchemical Ultimate poison causes instant death to mortals, and may cause some serious damage even to immortal characters. See the Alchemical Master Magick “Aqua Mortis” for more info.

Black Shroom: This potent fungus will produce horrifying hallucinations once ingested. Any “Fear” or “Hatred” will be triggered in the victim (Creator’s discretion), and the victim will react appropriately. The victim must be healed to be “convinced” that they are fantasies, or he will act accordingly to his fears and hatreds for the entire duration. **Duration:** 100 minutes - 1 minute per point of CON. **FMV:** 500 Stars.

Dust of Death: Derived from the spores of the Black Angel mushroom, which grows exclusively in the deepest regions of the Midnight Realm, the Dust of Death will cause any single victim who inhales or otherwise ingests the nearly invisible spores to **Save** vs. CON or immediately die. Those who make the **Save** will still suffer from the effects of a Devastating Critical Hit for 20 Combat Rounds - 1 Combat Round per point of CON. Those with a 20+ CON or any sort of regeneration are completely immune. Those who die from this appear to have suffered a massive heart attack. Immediately upon ingestion, the spores themselves begin to dissolve, becoming virtually untraceable. **Duration:** as per above. **FMV:** 5,000 Stars.

Foaming Death: This unique concoction, served as the ultimate “Party On!” beverage, is actually a potent narcotic. Victims who consume a “dose” (which is approximately a Pint of Foaming Death) will temporarily take a special type of “intoxication damage.” 1 dose causes 100 “points” of damage. (This is not subtracted from the victim’s Hit Points. It’s just a convenient gauge of his toughness.) If the victim takes more “points” than he has Hit Points, then he’ll instantly keel over and fall into a deep, snoring sleep for a full normal sleep cycle. If he “survives” the Foaming Death, he will enjoy the greatest Buzz he’s ever had. However, during this Buzz, he will be considered to be suffering from the effects of a “Devastating Critical Hit”—not that he’ll feel it, of course. Each “point” taken will cause 1 full minute of intoxication. This embarrassing loss of motor skills will pass once each and every minute of the Buzz has passed. There is no hangover—only some deserved embarrassment for those who couldn’t hold their liquor.

Regeneration and magickal healing will act upon the “intoxication damage” just as they would normal damage. **Save:** None. **FMV:** 100 Stars.

Dragon’s Blood: This concoction will instantly cause the victim’s own blood to combust, dealing horrible damage. **Damage:** 10-100. **FMV:** 1,000 Stars.

Lotus: This resinous herb, found in almost all known climes, produces a pleasant, peaceful Buzz once ingested or inhaled. Lotus has many different varieties, each with distinct effects:

Black Lotus: Produces a long-lasting, peaceful Buzz. This is the most common form of Lotus. **Duration:** 100 minutes - 1 minute per point of CON. **FMV:** 10 Stars.

Black Point Lotus: Synthesized by the Shadar Lords in the grim Fourth Age, Black Point Lotus is found only in the most terrible sections of the Midnight Realm. It produces a mind-boggling Buzz that will cause any victim who cannot regenerate to go permanently stark, raving mad. Those who can regenerate will enjoy a superior, if somewhat disorienting, Buzz. **Duration:** 100 minutes - 1 minute per point of CON. **FMV:** 10,000 Stars.

Rainbow Lotus: This highly-prized variety will heal the victim of 1 Hit Point of damage per minute of Buzz. The Buzz is typically characterized by minor rainbow-looking blurs, which can disorient the uninitiated. **Duration:** 100 minutes - 1 minute per point of CON. **FMV:** 1,000 Stars.

Purple Lotus: This will cause any victim who fails a **Save** vs. CON to instantly pass out, and dream very happy dreams for a full normal sleep cycle. This will cancel the “Nightmares” Karmic Manifestation. Those who make their **Save** will enjoy a very bright, very happy, if somewhat distorted perception of reality. **Duration, if Save made:** 100 minutes - 1 minute per point of CON. **FMV:** 100 Stars.

Mummy Dust: This will cause any victim to pass unto a deep, comatose slumber nearly indistinguishable from death. Only magickal means (or superior technological ones) will reveal that the victim is merely sleeping. **Duration:** 100 hours - 1 hour per point of CON. **FMV:** 1,000 Stars.

Wormwood: The bitter scorn of Wormwood causes all power to be “Pulsed” from the victim for 100 hours - 1 hour per point of power. **FMV:** 10,000 Stars.

RADIATIONS

Please be aware that certain magicks (such as Prismatics) may cause rad-damage. The listing of the *spell* will indicate this.

Purple Dragon Blood: Extracted from the Purple Dragon (see “Creeping Death” for more info), this deep-purple substance causes 5-50 points of hardcore rad-damage. It will also cause 5 points of damage per hour to anyone foolish enough to have a weapon on his person coated with it. **FMV:** 1,000 Stars.

Purple Dragon Breath: Though this is covered in more detail in “Creeping Death,” it should be mentioned here, as well.

Purple Dragon Breath will cause 1 Hit Point of hardcore rad-damage per current Hit Point of the Purple Dragon.

Zulzak: This radioactive metal, dealt with in “Exotics” at length, will cause 10-100 per hit. This damage is, of course, radioactive in nature, and may possibly catalyze a mutation, if the victim survives. Like Vermix, Zulzak can be used to forge potent weapons. **FMV:** as Exotic.

Mutant Note: Radiations and their mutagenic effects are covered in detail in Campaign Builder # 2.

DISEASES

Disease is a fact of life—even life in a fantastic setting such as the world of SenZar—and, sooner or later, eventually and perhaps inevitably, disease will rear its malignant head.

Infection: Even to the cleanest, most fastidious PCs, it happens. Sanitation on the quasi-medieval world of SenZar isn’t what it is on Terra, and with coughing, sneezing Goblins and other such uncleanly folk frequenting the same bars, inns, and establishments as your PCs, sometimes things can become unpleasant.

Spreading The Disease: To tell the truth, some grave infection or malady simply doesn’t arise every time the PCs enter a new inn or get a little battlefield wound, and we suggest that the Creator go a little easy on “casual” infection. However, there are some occasions that merit a CON Save to see who’s become infected. These may range from the PCs being blasted by evil disease-causing magicks, getting struck for damage by tainted weapons or by tainted monsters, drinking or eating tainted water or food, or even by frequenting those sometimes unreliable brothels. When these things occur, please feel free to spread the disease—the Creator may adhere to the effects dictated by the spell, monster, or other vector, or he may feel free to consult the list below and dole out the malignance like an even more heinous version of Typhoid Mary.

Note: We really don’t care about the vectors, or the other mechanics of the spreading of the disease—those are particulars for the Creator, and they must fit into his campaign. When in doubt, simply roll a d8 and consult the list.

Losses: Victims of infection will suffer from various reductions, losses, or penalties to their normal abilities, attributes, and certain other bodily functions. “Devastated” means that the victim suffers constantly from the effects of a Devastating Critical Hit. All “cumulative” effects should be self-explanatory. All losses will be considered returned with the successful cure of the disease, save for the Hit Points, which must be regained through normal healing or magicks.

Cures: These are the means by which the diseases may be cured. “Healing Arts” refers to the skill of the same name; the “-” refers to the penalty to the Skill Roll when attempting to cure the disease. Only 1 attempt may be made per person with the skill. “Any magick” refers to any magickal “Cure Disease” type spell, or any simple “healing” type magick. “Reg” refers to Regeneration, which will prevent the disease from running its course, in effect rendering the vic-

tim immune to the disease. However, this does not mean the simple “Basal Regeneration”—it refers to any Regeneration, natural or magickal, which has a rate of regeneration superior to 1 Hit Point per day (such as Super, or Hyper Regeneration).

Note: The “Immunity To Disease” Special Power will totally ward the victim versus all of these Diseases.

Common Diseases

The Runs: Make a run for the bathroom! **Losses:** none. **Duration:** 1d100 hours. **Cures:** Reg; Healing Arts; any magick.

The Dark Crawlies: Not truly a disease, the Dark Crawlies is a parasitic infestation caused by scritch-scratch little bugs, commonly known as “crabs” by the vulgate. **Losses:** 1 point of PRE, caused by continual scratching. **Duration:** until cured. **Cures:** Removal of all bodily hair; Healing Arts; any magick.

Foot Rot: This is simply a worse version of Athlete’s Foot. **Losses:** 1 point of SPD; 1 point of CMR. **Duration:** until cured. **Cures:** Reg; Healing Arts (-1); any magick.

The Shakes: This affects the central nervous system (the CNS), causing, naturally, the Shakes. This non-fatal disease will eventually run its course if not cured, and the victim will regain his lost DEX at the same rate of its loss. **Losses:** 1 point of DEX per day. **Duration:** 3d10 days. **Cures:** Reg; Healing Arts (-2); any magick.

Black Brain Rot: Tiny worms lodge in the victim’s brain, gradually devouring the victim’s cerebral matter. Once the victim’s INT reaches 0, the victim will die and the worms will vacate the brain through the victim’s nostrils. **Losses:** 1 point of INT per day.

Duration: until cured, or until INT reaches 0. **Cures:** Healing Arts (-4); any magick.

Note: Regeneration will bar the worms from causing any harm, yet it will not cure the disease—it’ll just give them an endless source of food. Intelligence is permanently lost by this grave infestation, though it may be regained through the normal “buying up” with Fate Points and/or powerful magicks.

The Crunge: This horrid infection causes the victim’s flesh to be consumed slowly, gradually, until no flesh remains. Presence is lost as per the Black Brain Rot. **Losses:** 1 point of PRE per day; 1 HP per day; Devastated. **Duration:** until cured, or until death. **Cures:** Reg; Healing Arts (-5); any magick.

Grimlock: This terrible CNS disease wreaks havoc upon the victim’s Power Attribute, essentially reducing his ability to call upon the Power Magick to cast spells (and to do whatever else with it that he does). Victims reduced to 0 in their Power Attribute will instantly wither and die. **Losses:** 1 point of Power Attribute per hour, cumulatively. **Duration:** until cured, or until death. **Cures:** Reg; Healing Arts (-10).

Nodes

The Plague: The victim contracts a horrible, pus-filled cough, his lungs fill with fluid, his lymph glands swell dangerously, his flesh becomes mottled by brackish blood-bruises, and he eventually dies. **Losses:** 1 HP cumulatively per hour; Devastated. **Duration:** until cured, or until death. **Cures:** Reg; Healing Arts (-10); any magick.

Guardians Of Nodes: Nodes may have no guardian, one guardian, or a whole host of guardians. Guardians typically, but not exclusively, are of the spiritual variety, though some enterprising spellcasters will actually go so far as to hire or otherwise coerce “real” or physical guardians to guard their precious Node. While any guardians should be set up at the Creator’s discretion, we’ve provided you with a baseline example of a typical “wild” Node’s guardians:

<u>Node</u>	<u>Guardians</u>
Minor	1 Nature Spirit
Lesser	1 Magick Spirit or 10 Nature Spirits
Common	1 Arcane Spirit, 10 Magick Spirits, or 100 Nature Spirits
Greater	1 Guardian Spirit, 10 Arcane Spirits, 100 Magick Spirits, or 1,000 Nature Spirits

***Note:** Most wild Nodes are typically guarded by a combination of Spirits with a total Power Point Pool equal to that of the Node itself. Please refer to “Creeping Death” for more info on the guardians themselves.*

Frequency: Minor Nodes are fairly common, Lesser Nodes are uncommon, Common Nodes are scarce (despite their name), and Greater Nodes are rare. Nodes can be found virtually anywhere, though there must always be a Focal Line present.

Limits Of Nodes? Alas, the linking of Nodes is bound by the same rules which apply to normal Power Batteries (the “7 for a mortal” stuff).

FOCAL LINES

Focal Lines: Sometimes referred to as “ley” lines, Focal Lines are invisible lines of concentrated magickal energies; in effect the “arteries and veins” through which the magickal lifeblood of The Dragon itself flows. All Power Point Regeneration, whether personal or within an item, is considered to be at a 2X normal rate while upon a Focal Line. Only those with Magick Sense can “feel” Focal Lines, though all living things will benefit from the Focal Line’s regenerative powers.

PRIMAL LINES

Primal Lines: Any given planet typically has but 8 Primal Lines; the true essence of that planet’s particular Dragon, or life force. All Focal Lines ultimately contact *Primal Lines*. All Power Point Regeneration, whether personal or within an item, is considered to be at a 10X normal rate while upon a Primal Line. However, only immortals can “feel” Primal Lines, and hence benefit from this prodigious regenerative rate. (Primal Lines simply defy the cognizance of mere mortals; their Primal Power essentially “going over the heads” of the mortals and not helping them at all—but fortunately not harming them, either.)

NODES, FOCAL & PRIMAL LINES

Nodes, Focal and Primal Lines are the invisible concentrations of magickal energy which populate all living worlds, and virtually all known creation. All derive from The Dragon, or ultimate expression of a planet’s collective life force and magickal energies. Nodes are capable of being “tapped” and employed as Power Batteries by all spellcasters, while both the Focal and Primal Lines are capable of extending certain magickal regenerative rates to those who frequent them.

NODES

Nodes: A Node is a naturally occurring “hot spot” of magick which occurs at the intersection of two or more Focal Lines (and, rarely, along a single Focal Line). Nodes typically are physically remarkable, exhibiting a surreal beauty corresponding to a particular element, ideal, or belief. Nodes may be found within the confines of a sylvan glade, or near a natural waterfall, or in the steaming caldera of an active volcano, or even a stark windswept plain, provided that the magick is there in a heavier than normal concentration.

Linking With Nodes: Spellcasters may attempt to tap into and link with a Node, just as they would any normal Power Battery, and draw magickal power from it as if it were their personal Power Battery. Unlike mundane Power Batteries, however, which must be carried on the person who is linked with them, the link established with a Node had the awesome ability to “broadcast” the magick energies to those with whom it is linked! Please note, however, that first the Node must be found, then its guardian or guardians, if any, must be defeated (see “Guardians...” below) before this wonder of wonders may occur.

Nodes & Power: As long as the character is on the Prime, the magick from the Node will flow into him. Nodes typically occur in the following magickal power range, and are self-regenerating at the listed rate:

<u>Name</u>	<u>Power Pool</u>	<u>Regenerative Rate</u>
Minor	10	1 per hour
Lesser	100	10 per hour
Common	1,000	100 per hour
Greater	10,000	1,000 per hour

Primal Nexus: Sometimes known as “The Heart of The Dragon,” the Primal Nexus is the intersection of the 8 Primal Lines. Existing in all possible places at once (since it’s primal, it’s a true union of both the Source and the Void), the Primal Nexus is, by virtue of its essence, quite impregnable by mortals, and only the highest ranked immortals may dare to exist within the nexus and survive...

Note: *There are no primal Nodes, as the Primal Nexus acts as the sole, and ultimate, “node” for all primal energies.*

SPELLS & MAGICKS

ALCHEMY

The technomagickal realm of Alchemy focuses upon the projection of Quintessence, which the Alchemist employs to catalyze and transmute his various mixtures, potions, and essences.

Although in the strictest sense Alchemists don’t “cast” spells, their alchemical craft follows a structured, ordered progression analogous to the “true” spellcaster’s own spell-progression. The Alchemist expends the same number of Power Points when he focuses his Quintessence upon an alchemical operation that a “true” spellcaster expends when “casting” a spell of similar Order.

Alchemists must acquire their “spells” like other spellcasters; that is, they must learn each and every new Alchemical Operation precisely as if they were learning a new spell. For the purists out there, please feel free to refer to the Alchemist’s “spells” as “Alchemical Operations” or “Alchemical Procedures.”

The following tables are provided for conversion purposes. Some Alchemical Operations will require specific amounts of material in order for the Alchemist to perform successfully his Quintessence “transmutations” and “catalyzations.” “Fluid Measure” refers to liquids, while “Weight” refers to solids.

Apothecaries Fluid Measure

1 minim	=	0.0038 cubic inch
60 minims	=	1 fluid dram
8 fluid drams	=	1 fluid ounce
16 fluid ounces	=	1 pint
2 pints	=	1 quart
4 quarts	=	1 gallon

Apothecaries Weight

1 grain	=	0.0648 gram
20 grains	=	1 scruple = 1.296 grams
3 scruples	=	1 dram = 3.888 grams
8 drams	=	1 ounce = 31.1035 grams
12 ounces	=	1 pound = 373.24 grams

The Dose: This is the standardized “dose” that is used in Alchemy. When the Alchemist must administer a “dose” of some chemical or compound, the following measurements are used:

The Fluid Dose	=	1 fluid ounce
The Solid Dose	=	1 ounce

TTM (“Time To Manufacture”): Unique to the Alchemist, the TTM, or Time To Manufacture, is the amount of time required for the Alchemist to manufacture an item (using the skills of his profession), then project his Quintessence into it. Unless specifically stated otherwise in the write-up, there will be no need for the Alchemist to make his Skill Rolls for the manufacture of any items that have a TTM listed below. He will, of course, be required to provide the necessary components of the process (like an Alchemical Laboratory—see below—or whatever special ingredient is required for the process). Also, unless otherwise noted, the item will be considered to be finished and complete at the end of its TTM.

The TTM must be carried out in an uninterrupted manner. For game purposes, 1 day of TTM is equal to about 12 hours. For those operations that require more than 1 day of TTM, the Alchemist will have to spend at least 12 hours a day in TTM, else the work will become tainted and otherwise ruined, and he will have to begin the TTM over from the beginning. It is not normally possible for a mortal Alchemist to indulge in more than 1 Alchemical Operation at a time.

The Alchemical Laboratory: All Alchemists require a well-stocked lab in which to work their tedious and demanding magicks. Rather than break down each and every facet of the lab and its myriad components (which could very well take up several additional pages, as well as copious bookkeeping chores on the part of both Creator and Player), we suggest a more efficient approach to keeping the lab well-stocked: a simple “one-shot, all-encompassing” fee of 1,000 Stars per day of TTM to keep things in optimum shape. This fee will cover the costs of all the mundane ingredients and supplies necessary for the Alchemist to work his magicks. While the fee is maintained, the lab will stay in optimum operating condition, and the Alchemist will never have to worry about dilly-dallying about, searching the city and countryside for the ingredients and supplies necessary to keep his lab in proper order. *(Note: Obviously, this plays a bit more logically in the “city” settings, but it could very well work even for the “reclusive” Alchemist, provided he has the necessary “connection” with a suitable “alchemical supply” store, or provided he has the foresight to “stockpile” the goods prior to going into reclusion. As long as he pays to maintain the lab, and as long as the game flows right along, then all is well.)*

With a properly stocked lab, the Alchemist need not concern himself with the niggling little “details” of bookkeeping associated with long “ingredient lists,” and he may manufacture away at his heart’s content—turning quite a profit, too, if he plays his cards right. The only “ingredients” that the Alchemist need ever worry about actually paying for specifically will be clearly stated under the appropriate Alchemical Operation listing below. These include Exotics, any venoms, poisons & radiations which he may purchase separately, and any “rare” or “unique” ingredients which may be required. Beakers, trap-pings, mundane supplies and the lot, however, he need never “pay” for, as these are assumed to be part and parcel for the well-stocked lab.

An Alchemist may make “batches” of his substances while in his lab. This allows him to simultaneously create up to one dose per level of ability. The Alchemist must be creating multiple doses of the same substance in order to reap this benefit, ie. he must be creating multiple doses of Quickfire only, and not some of Quickfire and some of

Spells, Alchemy

Organic Acid. Finally, the Alchemist cannot make multiple doses simultaneously while on the road with his Portable Lab Kit.

Cost to maintain Alchemical Laboratory = 1,000 Stars per day of TTM

The Portable Lab Kit: For the “adventuring” Alchemist who may require a more portable version of his permanent lab, there is the option of the Portable Lab Kit. This backpack-sized wonder allows the Alchemist to do his lab work on the fly, but it costs a bit more than the permanent lab, and has a necessary limitation to its manufacturing capacity. The Portable Lab Kit can “store” up to 1 day’s worth of TTM capacity per level of the Alchemist who prepares it. Each day’s worth of TTM costs 1000 Stars. It should be noted that, given access to an adequate source of alchemical supplies, the Alchemist can restock his Portable Lab Kit.

Portable Lab Kit stores 1 day’s worth of TTM/level of Alchemist
Each day’s worth of TTM costs 1000 Stars

***Note:** Alchemists typically are allowed to carry but one Portable Lab Kit on their person without suffering from undue encumbrance. Of course, there are about a million different ways to get around that stickler...*

***Lab Prep Note:** We suggest that it take the Alchemist about 1 day to prepare the Alchemical Laboratory, and about 1 hour to prepare the Portable Lab Kit. This is provided that there are suitable supplies available. Feel free to improvise, however.*

Fair Market Values For Alchemical Goods: The Fair Market Value, or FMV, for alchemical goods, practices, and procedures is a fact of daily “adventuring” life on SenZar. The Alchemist’s talents are in high demand, as many an adventurer can testify, and his talents come at a price. The FMV is listed after each Alchemical Procedure, and it should be regarded as the “baseline guide” for all alchemical prices. The FMV, of course, justifies the high cost of maintaining that lab during TTM. All FMVs are listed in Zengaran Silver Stars.

Alchemical Oils: Alchemical Oils which provide “protection” effects to the recipient must be spread over the recipient (or his items, if applicable) to take effect. This will require 1 full Combat Round. Oils are scintillating, glistening like liquid crystal. Once applied, they will not harm or interfere with recipients in any way. They will evaporate completely once the duration has expired. Unless noted otherwise, multiple applications will not yield multiple effects.

Potions, Waters & Aquas: These require 1 Action Phase to ingest. All effects are as per 1 dose. Unless noted otherwise, these may be of any color selected by the Alchemist. Multiple applications will not yield multiple effects, unless specifically stated.

Ultimates: All effects are as per 1 dose.

Saves Vs. Alchemical Effects: Unless it is specifically stated in the write-up, then there is no Save. Armor Protection will be

allowed for most damage-type effects, unless specifically stated otherwise.

Armor? Alchemists can wear any sort of armor desired, and it will not affect their alchemical abilities. Many Alchemists prefer armor made of Ultima.

Good Stuff: Lots of money potential, lots of damage potential. Adventurers everywhere love Alchemists. Ultima is great; so are the Ultimates.

Bad Stuff: No true “combat spellcasting” abilities, and lots of money and time to prepare goods. Ultima is bad when it’s on the intended victim.

1ST ORDER

Alchemical Analysis: This most basic operation allows the Alchemist to qualitatively and quantitatively identify any unknown substance, compound, mixture, potion, etc., by a simple “touch” of his Quintessence (and not of his hands; some of the substances are far too deadly for that!). Due to the multitude of possibilities, however, the Alchemist must make a successful INT Save in order to *positively* identify the substance. The Alchemist may keep attempting this operation until he gets it “right.” This requires but 1 Action Phase per casting. **Save:** vs. INT to positively identify. **FMV:** 100.

Alchemist’s Vial: This allows the creation of a single “hurlable” vial, which is gimmicked to break upon impact and distribute its one dose shot of alchemical substance like a “grenade.” Although they are durable enough to endure most combat stress, they may break prematurely if subjected to undue impact. **TTM:** 1 hour. **FMV:** 10.

Extraction: This allows the caster to extract safely up to one dose of venoms, poisons, and other toxic substances from creatures, plants, and substances without suffering the ill-effects of a potential slip-up or fumble in his extraction. This procedure will provide total safety for the duration of a single dose extraction, per casting. The caster must provide a suitable container to store the extracted substance. This requires one Combat Round per dose extracted. (For the effects of the various substances found in the SenZar System, see the “Venoms, Poisons & Radiations” section.) **FMV:** 100.

Glo Stick: This allows the caster to create a small, hand-held tube which will produce viable illumination as if it were a small lantern. The Glo Stick must be shaken rapidly for one Action Phase to activate it. The color of the illumination is up to the caster, and is set into the Glo Stick when it is created. Each Glo Stick will shine for 1 hour. Its advantage over mundane torches and lanterns should be obvious to the adept. **TTM:** 10 minutes. **FMV:** 25.

Incendiary Powder: This allows the caster to create one dose of Incendiary Powder, which will burn a single target for 1d10 Hit Points of damage. Anything combustible which is struck by the powder will immediately burst into flames, inflicting additional damage if applicable (Creator's discretion). **TTM:** 1 hour. **FMV:** 100.

Invisible Ink: This allows the caster to manufacture one dose of Invisible Ink. The Invisible Ink will defy normal and magical sight. It may be read only by use of an alchemical "detection" device (such as a "Prism of..." or "Contacts of..."). The ink is permanent. Each dose will allow the caster to write one normal page. **TTM:** 1 hour per dose. **FMV:** 100.

Ring Of Secrets: This simple process allows the caster to create a simple ring that will store up to one dose of a substance within its "secret compartment." **TTM:** 1 hour. **FMV:** 100.

Preserve: This allows the caster to halt the process of decay upon any single small formerly living thing, foodstuff, or ration. Up to 10lbs. may be preserved per operation, with multiple operations possible. **TTM:** 1 minute. **FMV:** 2X FMV of rations preserved, or variable.

Prism Of Detection: This simple hand-held device allows the caster to project a sliver of his Quintessence into it, and thus perceive all things invisible or magical (as per the "Magick Sense" Special Power) within his purview. This will allow the caster to view all writings in Invisible Ink, and detect all things magically dimmed or obscured, but not invisible, within sight. Any unflawed crystal or jewel will do. **TTM:** 1 day. **FMV:** 1,000.

Note: While the Magick Sense ability may be redundant to the Alchemist, or any other spellcaster, it is quite sought after by the uninitiated.

Puzzle Lock: The Puzzle Lock may be used in place of a normal combination lock, requiring the one seeking to open it to solve some word- or rebus-riddle to solve its tumblers instead of a mere picklock or key. The Puzzle Lock is usually set to be a "clue-and-response" type, where the clue is printed above the lock, and the Puzzle Lock's row or rows of tumblers must be set properly to solve it. However, if the caster is cruel, then he may have a fiendish "blank" Puzzle Lock, where only good luck, fate, or magick will do the job. The Puzzle Lock may be gimmicked to spring one dose of a substance upon the victim if it is improperly solved. **TTM:** 1 hour per Letter or Rebus-symbol set into the lock. **FMV:** 1,000.

2ND ORDER

Alchemical Solvent: This colorless, non-toxic substance will instantly dissolve any Alchemical Super Glue with which it comes into contact at a one dose to one dose rate. **TTM:** 1 hour per dose. **FMV:** 2,000.

Alchemical Super Glue: This viscous, non-toxic substance can temporarily entrap a single humanoid victim or permanently bond one non-living item to another. Once it hits, it "fixes" instantly.

Victims will be unable to attack or cast spells, unless such can be done by thought alone. Those entrapped, however, can break free of the glue if they make a Save vs. STR at a hefty -10. **Duration:** 1 hour on living creatures; permanent otherwise. **Save:** vs. STR at -10 to escape. **TTM:** 1 hour per dose. **FMV:** 2,500.

Note: Although the AOE is limited to but a single "humanoid" victim (which covers all of the races and most creatures of similar size), the glue may be employed creatively upon any target (like a Dragon's mouth, etc.).

Curative: This allows the caster to create one dose of a Curative, or minor Potion, which can be used to heal any single recipient of 1d20 Hit Points of damage. **TTM:** 1 hour. **FMV:** 1,000.

Flash Powder: This can temporarily blind those who are unprepared for its effects. All creatures within a 10 foot radius AOE who fail a Save vs. SPD will temporarily be blinded for one Combat Round. **TTM:** 1 hour per dose. **FMV:** 1,000.

Lenses Of Detection: This process allows the caster to create what are, in effect, "glasses" or "shades" that duplicate the effects of the Prism of Detection. **TTM:** 1 day. **FMV:** 2,000.

Needle Ring: This allows the caster to create a ring that will be able to project a tiny needle from within it like a switchblade. The Needle Ring may store up to one dose of a substance within its hidden storage compartment. The needle may be sprung by a simple movement of the hand. Once sprung, the needle will be coated with the substance stored. For purposes of damage, the Needle Ring will do the same Base Damage as the one using it, yet will cause only the minimum possible amount of damage possible for that particular "spread" (damage of "1 - 10" will become merely "1"; while damage of "5 - 50" will become merely "5"). **TTM:** 1 day. **FMV:** 2,000.

Quickfire: This volatile liquid will instantly combust upon exposure to air, causing 1d20 Hit Points of damage to a single victim. **TTM:** 1 hour. **FMV:** 2,500.

Spy Glass: This allows the caster to create a Spyglass capable of 1X magnification power per level. **TTM:** 1 hour per 1X. **FMV:** 100 per 1X mag.

3RD ORDER

Alchemical Grenade: This allows the caster to produce a "hurlable" container that can safely store up to three doses of any Alchemical Operation (specifically the kind that go "boom" or otherwise cause damage). Any damage delivered by the Alchemical Grenade is considered to be "concentrated." This means that the damage of multiple doses is calculated simultaneously, and not spread out per dose (which makes it more likely that higher APs will be breached). AOE's typically are set at the standard AOE's for the dose involved. **TTM:** 1 hour per dose stored. Doses must still be manufactured separately. **FMV:** 100 (plus FMV of doses involved, if any).

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***Note:** It is possible to "mix-and-match" various sorts of doses within a single grenade. It is also possible to create "aerosol" versions of grenades which disperse doses of venoms, poisons and radiations.*

Inorganic Acid: This allows the caster to create one dose of Inorganic Acid, which will cause special damage to any single non-living creature or thing. This will completely destroy normal metals and substances, including most Golems and Constructs. Destroying Golems will require one dose per Kill Factor of the creature. The Inorganic Acid will also destroy some "Exotics." This will do no harm whatsoever to living creatures. **TTM:** 1 hour. **FMV:** 5,000.

Organic Acid: This allows the caster to create one dose of Organic Acid, which will cause 5d10 Hit Points of acid damage to any single living, or organic, creature. This will affect the "corporeal" undead. **TTM:** 1 hour. **FMV:** 3,000.

Skeleton Key: This fiendishly clever hand-held device (which isn't truly a "key" at all) allows the caster to pick any known lock. Resembling a futuristic soldering iron, the Skeleton Key is fitted to the lock, and then activated. Its special picks, rods, and levers go to work, and the lock will spring open. This will not open magically-held locks, nor will it protect the user from any hidden tricks or traps. It will, however, silently pop any non-magickal lock in one Combat Round. **TTM:** 1 day. **FMV:** 10,000.

Stun Gas: This allows the caster to produce one dose of a noxious, though non-fatal, gas which will temporarily stun all within its 10 foot radius AOE for 5d10 Hit Points of "Stun" damage (see "Damage" for more info). **TTM:** 1 hour. **FMV:** 3,000.

4TH ORDER

Oil Of Armor Protection: This will temporarily grant an additional 100 points of special AP to a single recipient. This special AP will act as a damage buffer, absorbing damage which gets through the recipient's normal AP on a one point to one point basis. **Duration:** Until brought down to 0. **TTM:** 2 hours. **FMV:** 4,000.

Oil Of Impact: This will temporarily boost the Damage Class of any single weapon by +1DC. **Duration:** 1 hour. **TTM:** 2 hours. **FMV:** 4,000.

Oil Of Power Protection: This will temporarily boost the Power Save of the recipient by 10%. **Duration:** 1 hour. **TTM:** 2 hours. **FMV:** 4,000.

Oil Of Slipperiness: This oil will make the ground within its 25 foot radius AOE completely free of friction, rendering it physically impossible for creatures to stand upon it, walk or run across it. Unless the victims can somehow defy gravity or otherwise escape from the AOE, or unless they can fight while prone and/or tumbling, they'll fight at "Non-Proficiency" (see "Combat") while within it. **Duration:** 1 hour. **Save:** vs. SPD to flee the AOE (if possible) to avoid the effects. **TTM:** 2 hours. **FMV:** 4,000.

5TH ORDER

Oil Of Hellish Fires: This napalm-like substance will ignite any and all combustibles within its 50 foot radius AOE, causing 10d10 Hit Points of damage to all within the AOE. The fire caused by this malignant Oil cannot be put out by water, and will inflict an additional 1d10 points of damage to its victims until it is smothered by magickal means, or until there is nothing left to burn. **TTM:** 4 hours. **FMV:** 5,000.

Potion Of Elemental Adaptation: This will allow the recipient to adapt completely to any one of the five elements, thus suffering no harm from any of the "normal" damage associated with that particular element. magickal damage, however, will still normally affect the recipient. While this is in effect, the recipient may travel as normal while within that particular element (such as traveling underwater if protected against the element of Water, or walking across a lava field if protected against the element of Fire). **Duration:** 1 hour. **TTM:** 4 hours. **FMV:** 5,000.

Potion Of Flying: This will allow the recipient to magickally fly at 3X his CMR for the duration. **Duration:** 1 hour. **TTM:** 4 hours. **FMV:** 5,000.

Potion Of Gloom Sight: This will grant the recipient the powers of the Special Power "Gloom Sight." **Duration:** 1 hour. **TTM:** 4 hours. **FMV:** 5,000.

Potion Of Healing: This will heal any single recipient of 10d10 Hit Points of damage. This will also cure the recipient of any normal diseases or maladies from which he may be suffering. **TTM:** 4 hours. **FMV:** 5,000.

Potion Of Invisibility: This will grant the imbiber a limited invisibility which will last for one hour. The invisibility will be disrupted by moving at more than half the normal CMR, by launching an attack, or by being struck. **TTM:** 4 hours. **FMV:** 5,000.

Potion Of Magick Sense: This duplicates the Special Power of the same name. The sense of sight is the most common variety. **Duration:** 1 hour. **TTM:** 4 hours. **FMV:** 5,000.

Potion Of Movement: This will double the CMR of the recipient. **Duration:** 1 hour. **TTM:** 4 hours. **FMV:** 5,000.

6TH ORDER

Contacts Of Detection: This allows the caster to create "contact lenses" of detection which may be fitted and used as normal, everyday technological contact lenses. They will duplicate the effects of the 1st Order "Prism of Detection." Once fitted, they need not be taken out and cleaned or otherwise dealt with as are mundane contacts. **TTM:** 1 week per pair. **FMV:** 10,000.

Potion Of Mental Power: This will grant the recipient the powers of the Special Power “Mind Mastery.” **Duration:** 1 hour. **TTM:** 1 day. **FMV:** 5,000.

Potion Of Performance: This will grant the recipient a bonus of +5 to all of his Skill Rolls. This will only modify Skill Rolls, nothing else. **Duration:** 1 hour. **TTM:** 1 day. **FMV:** 5,000.

Potion Of Persuasion: This will allow the recipient to voice a simple “Suggestion.” The effects are per the 1st Order Mystic spell, “Suggestion.” This will affect any single victim. This may be used on each and every Action Phase the recipient wishes for the duration, however. **Duration:** 1 hour. **TTM:** 1 day. **FMV:** 5,000.

Potion Of Toughness: This will grant the recipient the powers of the Special Power “Toughness.” **Duration:** 1 hour. **TTM:** 1 day. **FMV:** 5,000.

Potion Of Visions: This will grant the recipient a vision of the future, as per the Special Power “The Sight.” The vision will visit the recipient immediately, and will last for one full minute. **TTM:** 1 day. **FMV:** 5,000.

Potion Of War: This will grant the recipient a +5 to all of his CV Rolls. This will only modify Combat Values, nothing else. **Duration:** 1 hour. **TTM:** 1 day. **FMV:** 5,000.

7TH ORDER

Alchemical Plastique: This allows the creation of one dose of a chalky-white, gooey, malleable substance capable of inflicting tremendous explosive damage when employed. Damage per dose is equal to 1d10, while the AOE may be fixed (by shaping the charge) anywhere from personal up to a one hex radius per dose employed. Triggering the plastique requires a Detonator (see below), or a single point of electrical damage applied directly to the plastique. **TTM:** 1 hour. **FMV:** 1,000 per dose.

Detonator: This compact, peanut-sized device will detonate any contiguous mass of Alchemical Plastique by application of a tiny electrical pulse. Detonation may be set by a simple twist of the device’s “timer” (a simple chemical fuse). The timer typically may be set anywhere from one phase to one hour, or by rigging a simple pressure-trigger on the device, which will cause the plastique to explode when stepped upon (or by any other clever tricky-trap application). **TTM:** 1 day. **FMV:** 1,000.

Potion Of Attributes (STR, SPD, DEX, or CON): This will temporarily grant the recipient a Physical Attribute (STR, SPD, DEX, or CON) that is “distilled” by the caster from the corpse of a creature (or person). Only one attribute may be distilled from any single creature. The attribute is selected by the caster, then he distills it from the creature’s physical form during the TTM. The creature’s physical form is ruined during the process; distilled into its component parts and incorporated into the potion. The recipient has but to ingest the potion, and the attribute temporarily becomes his own, with

all applicable bonuses and modifiers. **Duration:** 1 hour. **TTM:** 1 day. **FMV:** 10,000.

Waters Of Amnesia: This will permanently block out the memories of an event from any single victim’s mind. Once applied, the Waters of Amnesia will banish the memories of the past one day from the victim’s conscious mind, and will relegate those memories to the deepest levels of his subconscious. Those memories may only be retrieved by the most powerful magicks. There is no Save. **Duration:** Permanent. **TTM:** 1 week. **FMV:** 10,000.

Waters Of Destruction: A single dose of the Waters of Destruction will inflict 100 Hit Points of damage to all within its 100 foot radius AOE. **TTM:** 1 day. **FMV:** 10,000.

Waters Of Healing: This will totally heal any single recipient of all damage, all normal and magickal disease, and all normal and magickal maladies of 7th Order and below that afflict him. The recipient must still be “alive,” of course, to benefit from this wondrous cure. **TTM:** 1 day. **FMV:** 10,000.

Waters Of Invisibility: This superior invisibility acts as does the 5th Order version, except that it cannot be disrupted by kinetic forces such as running, attacking, or by being struck. **Duration:** 1 hour. **TTM:** 1 day. **FMV:** 10,000.

Waters Of Pulsing: A splash or hit from a single dose of the Waters of Pulsing will cause a “Pulse” (see “The Pulse” for more info) to any single victim (and that single victim’s items, Power Point Pool, etc.). **TTM:** 1 day. **FMV:** 10,000.

8TH ORDER

Aqua Mutationis: This pulsing, purple-black liquid will trigger one mutation in any single individual who ingests it—if that victim survives, that is. The victim (or recipient) must make a Save vs. Power to survive this potentially lethal transmutation. Failure will result in the instantaneous destruction of the victim’s entire physical body. Success means that the victim now has one mutation (selected from the “Mutations” section in Campaign Builder #2). This mutation will be completely random, unless the Alchemist has some sort of “Mutation Lore” skill and uses it prior to the manufacture of the Aqua to select a mutation. This may be used only once per individual. After that, it will only cause death, with no Power Save possible! **TTM:** 1 week. **FMV:** 25,000.

Aqua Pura: The Aqua Pura, or Waters of Purity, will instantly cancel any and all Potions, Waters, and lesser alchemies with which it comes into contact. In fact, if someone who is currently under a Potion’s effects is struck by a dose of Aqua Pura, then the Potion’s effects will instantly cease. For other considerations, one dose of Aqua Pura will cancel 100 doses of Potions. **TTM:** 1 week. **FMV:** 25,000.

Aqua Formae: This Aqua will cause any one of the four Physical Attributes (STR, DEX, SPD, or CON) to zoom up to the racial

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GenMax, or to increase by one point if already at the GenMax or above it. The attribute is chosen by the caster at the onset of creation. No attribute may be raised above “20” by Aqua Formae. Aqua Formae may be used only *once* by any single creature. After that, it will have no more effect upon that creature. **TTM:** 1 week. **FMV:** 50,000.

Aqua Mentis: This Aqua acts the same as does Aqua Formae, except that it affects any one of the four Mental Attributes (INT, WILL, PRE, or PER). **TTM:** 1 week. **FMV:** 50,000.

9TH ORDER

Aqua Stabilitatis: This Aqua will cause any potion to become permanent in its effect. One dose of Aqua Stabilitatis will permanentize one dose of a Potion. This must be ingested in order to be effective. Aqua Stabilitatis may be used only once per individual. After that, it will no longer have any permanent effect. **TTM:** 1 week. **FMV:** 100,000.

Minor Creation: This will allow the Alchemist to create a Lesser Homunculus. First, the Alchemist must sculpt the desired form of the Homunculus from clay. This may be done by the Alchemist himself, or by any other person with the appropriate “Art” skill. Obviously, a successful Skill Roll will be needed. The Alchemist then must make one Potion of Attributes for each attribute of the Homunculus-to-be (the total number will be eight; power will come later). Next, he must make eight doses of Aqua Stabilitatis, in order to permanentize the Potions of Attributes. Once the eight potions and doses have been created, then the Alchemist is ready to begin the “final distillation,” during which he will infuse a portion of his own essence into the Homunculus, in order to “bring it to life.”

During the TTM of the final distillation, the Alchemist can infuse any skill or Special Power (including Mods) which he himself possesses into the Homunculus. The Homunculus will gain the infused abilities, yet all applicable Skill Rolls and Special Powers Rolls will be based upon the Homunculus’ own attributes, not the Alchemist’s. The Alchemist may infuse up to one of these per level that he possesses. Each “infusion” into the Homunculus must be made with a successful Power Save by the Alchemist. Each “infusion” after the first, however, will incur a cumulative -5% to the Power Save (so do the most powerful ones first). Failure to make this Save will result in the instant, premature “birth” of the Homunculus, after which no more infusions may be attempted.

The final infusion must be totally uninterrupted, and the Alchemist must attend the process at all times. Failure to do this will result in the premature “birth” of the Homunculus at the point of interruption. The Homunculus will begin its life with a Power Attribute equal to the Alchemist’s level. The new Homunculus will possess neither “levels” nor “professions,” though it may begin the study of any professions for which it qualifies. **TTM:** First, the Homunculus must be sculpted, then 8 Potions of Attributes and 8 doses of Aqua Stabilitatis must be created. At this point, the TTM remaining for the final infusion is 28 days +1 day per special ability infused into the Homunculus. **FMV:** Creator’s discretion.

10TH ORDER

Alkahest: The Ultimate Acid, Alkahest can destroy most things that it encounters. Alkahest will burn and sizzle for one phase, inflicting 1,000 Hit Points of damage to a single victim. Additionally, it will cause 100 Hit Points of “splash” damage to all within a 10 foot radius spherical AOE of the victim (or the target hex). This damage will affect all organic and inorganic things, with the exception of Ultima (which will also ward totally anything within its confines; see “Ultima”). It should be noted that, with the notable exception of Ultima, Alkahest will totally disintegrate anything that it directly hits—even Shadar Steel and Supremium. Of course, if you or your artifact are somehow miraculously protected by even one point of Primal Defense (see “The Immortal Rules”), then all the Alkahest will do is give you a nice new shine. **TTM:** 1 week. **FMV:** 100,000.

Creator’s Note: If you have Hit Points, then you’re considered to be totally “disintegrated” once your Hit Points fall below a negative number equal to your full, positive number of Hit Points. Of course, you’ll be dead long before that point, and more than likely beyond all hope of conventional resurrection...

Aqua Mortis: The dreadful Aqua Mortis, or Waters of Death, will instantly destroy any mortal it touches. The body of the victim will instantly blacken, wither, and turn to dust. It will counter the beneficial effects of an equal amount of Aqua Vitae. Aqua Mortis exactly resembles Aqua Vitae in physical appearance.

Aqua Mortis can poison even the immortals, provided that it touches their physical form. Although a touch, a splash, or even ingestion of Aqua Mortis will not slay immortals instantly, it will cause 100 Hit Points of damage per Phase once it touches their physical form. It will continue this horrid damage on each and every Phase (not Action Phase, either, Phase) until it is countered, or until the physical form is totally destroyed (which can mean the destruction of some of the immortals; see “The Immortal Rules” for more info). Only Aqua Vitae will counter this effect (as will any Primal Magicks). **TTM:** 1 month (28 days). **FMV:** 1,000,000.

Aqua Vitae: The mighty Aqua Vitae, or Waters of Life, will completely restore any individual to life, full vigor, and full health. This will completely restore any and all lost Hit Points, Power Points, and any lost attributes. It will completely destroy any poisons, venoms, or radiations which may be in effect upon the physical form. It will also regenerate any lost limbs. It will also counter the dreadful effects of an equal amount of Aqua Mortis.

Aqua Vitae, a clear, odorless and colorless liquid that very much resembles distilled water, can also be used to create the spark of life where none was before. This is why it is an absolutely essential ingredient in the creation of Homunculi. **TTM:** 1 month (28 days). **FMV:** 1,000,000.

Clone Tank: This process, perfected by the Mokarr, allows the Alchemist to grow a complete duplicate of any single living creature, provided he has one dose of its blood, skin, or other suitable bodily fluid. First, the tank itself must be constructed. This requires 10 Ingots

(1,000 Coins) of Ultima, and at least one Gallon of special “cloning fluids” per pound of the cloned creature’s maximum mass at the time the sample was taken. (Cloning fluids require one hour TTM per Gallon; FMV is 1,000 Stars per Gallon. Since the Alchemist can fix the Ultima in any shape or form desired, no additional Smithing or Art Rolls are required. While the size of the tank must allow for the creature’s maximum volume, the amount of the Ultima required is independent of the tank’s final size.) Next, the sample dose of creature is placed in the tank, along with one dose of Aqua Vitae. At this point, the clone will begin to grow at an accelerated rate, eventually becoming the exact physical and mental duplicate of the sample creature.

Clones of “monsters” will be virtual replicants of themselves, with all appropriate attributes, skills, special abilities, etc. They will not, however, possess memories of their former lives. Clones of PCs or other similar “non-monster” folk will have their full attributes, yet will be a totally blank slate—with no skills, martial arts, professions, levels, or memories of its former life. The only way to avoid this pitfall and achieve a “perfect” clone of the PC—complete with all the skills, levels, memories, etc., of its former life up to the moment the sample was taken from it—is to add one dose of Aqua Vitae into the tank during the initial mixing. **TTM:** to create tank and fluids, variable; to grow the clone, 1 day per point of the creature’s Power Attribute. **FMV:** all costs of the operation, plus Creator’s discretion.

Note/Warning: *The danger of creating clones from still-living PCs should be obvious, as should be the danger of perpetually resurrecting PCs or NPCs.*

Cryonax: This is the Ultimate Cold. It works the same as does Alkahest so far as damage and such are concerned, though the special effects are, naturally, inclined to be of the cold, crisp, arctic variety. **TTM:** 1 week. **FMV:** 100,000.

Greater Creation: This allows the Alchemist to create a True Homunculus. The process is the same as for the “Minor Creation,” except for a few subtle differences. The first is that the Alchemist can, if he wishes, infuse *his own* attributes into the Homunculus, instead of the ones supplied by the Potions of Attributes. This special process will not result in the Alchemist’s physical destruction, as would the normal preparation of a Potion of Attributes. This special process will, however, require one dose of Aqua Vitae per attribute infused to truly “fix” the Alchemist’s own attribute into the Potion of Attributes. (The Aqua Vitae—even one dose—is what will make the Homunculus truly “alive,” instead of being a mere “creation.” Most Alchemists opt to undertake this procedure, if only to prove that they have “created true life.”) Next, the severe “-5% per” applied to the Power Save is reduced to a mere “-1% per.” Finally, the Alchemist and the Homunculus will share a minor “Mindlink,” through which the Alchemist may mentally contact and direct his new creation. (Notice there’s no “contact, direct, and control” mentioned here. It’s up to the Alchemist to maintain his relationship with the Homunculus—whatever it may be!) The minor Mindlink cannot pierce Master Magick barriers, and cannot span the planes. **TTM:** The same as per the “Minor Creation,” unless Aqua Vitae is used in conjunction with the Potion of Attributes. **FMV:** Creator’s Discretion.

Phlogiston: This is the Ultimate Fire. It works the same as does Alkahest and Cryonax, save for the obvious “hot” connotations. **TTM:** 1 week. **FMV:** 100,000.

Ultima: This “Exotic” material (dealt with in more detail in “Exotics”) is fixed, or solidified, Quintessence. It is the only material truly capable of totally resisting the baneful effects of the Ultimates. The Alchemist can fix one Coin of Ultima per casting. This one Coin’s worth of Ultima can be used to safely contain one dose of any Ultimate, or any lesser Alchemical material. If the caster desires, he may hoard Coins of Ultima until he has enough to manufacture Armor (see “Exotics” for more info). **TTM:** 1 Action Phase. **FMV:** 1,000 per Coin.

ASTROMANCY

The realm of Astromancy concerns itself with the study of the various celestial bodies and their not too sublime effect upon the fate of the material world and its inhabitants. The 13-member Zodiac is the basis for the majority of the Astromancer’s spells, which often are invoked through the inscription of Power Signs. (See the section on “Cosmology” for more information on the particulars of the Zodiac and its corresponding Power Signs.) The Astromancer’s “damage-type” spells will wax mightily during the month associated with his chosen Power Sign, and will strike for maximum possible damage, with no Power Save allowed for half damage. Finally, it is known that the caster’s own Power Sign is visible to those who can see magicks during the casting of his spells; in effect, his “signature” for those rare few who can actually see such things.

Saves Vs. Astromancy: There is a Power Save vs. all “damage” spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? Astromancers can wear any sort of armor desired, and it will not affect their magickal abilities. Most prefer to wear devices indicating their chosen Power Signs.

Good Stuff: Free Piercing bonus of -1/-5% (Power Saves) per level of Astromancer during his Power Sign.

Bad Stuff: Power Sign comes only once per year, and lasts for only 28 days.

1ST ORDER

Chiromancy: Commonly known as “palm reading,” Chiromancy enables the caster to make a simple generic divination concerning the probable past or possible future of any single person. Simple questions such as “how long will I live” or “do I have a great destiny ahead” may be answered by inspection of the person’s palms. Information may or may not be accurate (it’s usually up to the person to make his own Fate, and not the other way

around), but it's fun at parties, and for enthralling the uninitiated. It also allows you to fairly accurately gauge one of the person's following, per casting: Hit Points, levels, professions, Birth Date, Special Powers, Codes, Karma, physical health, mental health, or shoe size. Multiple castings will yield multiple results. **Duration:** 1 reading.

Divination: By observing the nighttime sky for a period of one hour, the caster can divine the answer to any simple "yes" or "no" event for the forthcoming 24 hour period. At the end of the hour-long period, the caster must make a successful PER Save. Success indicates that his observations have been fruitful, and that there is a high probability of the accuracy of his divination (nothing is ever set in stone, but the caster's divination has been as accurate as is possible). Failure means that the "stars" just weren't quite "right" for a successful divination. **Save:** vs. PER for success.

Forecast: This allows the caster to predict the weather in his general vicinity for the next twenty-four hours. The caster is always accurate, unless unseen elemental forces are called into play.

Fortune: This spell will grant any single target a +1 to all of his die rolls for the period of one full night or one full day. Unfortunately, multiple castings of this spell will not grant additional pluses. **Duration:** 1 full night or 1 full day. **Save:** vs. PRE to ignore.

Misfortune: This is the polar opposite of the Fortune spell. Victims will suffer a -1 penalty to all of their die rolls for one full night or one full day. Fortunately, multiple Misfortunes are not possible. **Duration:** 1 full night or 1 full day. **Save:** vs. PRE to ignore.

Navigation: Through a simple 1 minute study of the nighttime sky, the caster may correctly determine his own position on the globe, as well as the specific location, direction, and estimated time of arrival to his destination. **Save:** None necessary.

Star Bolt: The Star Bolt, a fiery blue-white finger-thin blast, will strike any single victim designated by the caster. Damage is per the damage for 1st Order spells, and may be Boosted for maximum AOE.

2ND ORDER

Affix Spyglass: Enables the caster to "fix" a spyglass (or telescope, if he's advanced enough) upon any single object and thereby track its passage through the heavens without those constant, nagging manual adjustments. **Duration:** 1 full day or night cycle.

Compound Mag: Through this simple magick the caster can temporarily increase the magnification factor of any single spyglass (or telescope, or whatever) by a factor of up to 1X per level. Since this is a relatively imperfect magick, however, there is a small chance that the lens may be destroyed in the process. The

chance of this is based upon the magnification factor by which the lens is raised. The percentage chance of stress-failure is 1% per mag factor that the lens is raised. This chance is rolled at the end of the magick's duration (so even though you may ruin the lens, you'll definitely get your money's worth for your effort). **Duration:** 1 hour.

Darkness Of Charon: This enables the caster to create a sphere of total darkness which can only be pierced by magick, such as any of the various "light" type magicks, or by the Sight (see "The Immortal Rules"). This may be centered on the caster, or may be targeted upon any single object or item. **Duration:** 1 minute per level.

Speed Of Merkarri: The Speed of Merkarri will double the target's CMR. **Duration:** 1 hour.

Sphere Of Silestion: The "counter" to the Darkness of Charon, this spell conjures forth a bright globe of sunlight-bright light. The Sphere of Silestion may only be quenched by any of the "darkness" type magicks. Although this will cause discomfort to creatures of darkness, it will not cause any true damage to them (see the 4th Order "Sign of Silestion"). **Duration:** 1 minute per level.

Superior Star Bolt: This is the "superior" version of the 1st Order Star Bolt spell. It does damage as per 2nd Order spells.

3RD ORDER

Courage Of Dracul: This spell instills the caster and up to one additional character per level with absolute immunity to fear. Recipients will be immune to the effects of the Presence Attack, and totally immune to fear and fear-type magicks and magical effects. **Duration:** 1 hour.

Healing Of Ana-Vril: This beneficent influence will cure a single target of any disease, affliction, poison, or malady, as well as cure the target of 1 Hit Point per level of the caster.

Stamina Of Arcturus: The Stamina of Arcturus will temporarily raise the recipient's CON Attribute by 1 point. The max CON possible is 20 by means of this spell. Multiple boosts are not possible. **Duration:** 1 hour.

Star Burst: This is the big brother of the 1st Order Star Bolt spell. Damage and AOE are as per 3rd Order spells.

Titan's Attraction: The overwhelming gravity of the King of the Planets will cause all targets within the AOE to move at $\frac{1}{2}$ CMR, and suffer a -10 to all their CV rolls. **Save:** vs. STR to ignore.

Will Of Warwulf: This will raise the WILL Attribute of the recipient by one point. The max WILL possible is 20 by means of this spell. Multiple boosts are not possible. **Duration:** 1 hour.

4TH ORDER

Eyes Of Selene: This allows the caster to perceive all invisible objects, persons, or presences within his normal line of sight. If the object is still hidden from what would be considered the caster's "normal" sight, then further action must be taken to "see" the invisible object (such as searching around, making PER Saves, etc.). **Duration:** 1 minute per level.

Safe Passage Of Marius: By means of this spell, the caster and up to one additional character per level may safely endure underwater and deep-sea conditions. Recipients may breathe, move, and fight normally while under the Safe Passage. For the duration, recipients may freely exit the AOE of the spell and still receive its benefits. **Duration:** 1 hour.

Second Sight Of Selena: This spell will grant the caster a "vision" of any single future event to pass within the next month and will allow the caster to ask three "yes" or "no" questions concerning the event-to-come. The Sight of Selena takes one full hour of concentration to invoke. As with all divinations, nothing is absolutely set in stone, and some events may not come to pass exactly as foreseen.

Sign Of Silestion: This potent sign calls forth a radiant sphere of true sunlight which will center on the caster and follow him around wherever he may roam. This magick will affect all "night-dependent" creatures as if it were indeed true sunlight, burning them for damage or blinding them when applicable. "day" type creatures have the option of pulling out their sunshades and suntan lotion. **Duration:** 1 minute per level.

Superior Star Burst: More damage, more AOE, and more star-bursting fun than its 3rd Order fellow, Star Burst. Damage and AOE are as per 4th Order magicks.

Wings Of Strattok: Although no actual "wings" sprout from the caster, he is empowered by the power of the Eagle to fly at 5X his CMR. **Duration:** 1 hour.

5TH ORDER

Balance Of Libra: The caster will be protected with a powerful "balancing" ward which will cause any attacker to suffer the exact same damage as he inflicted upon the warded caster. (If some sword-waving lunatic hacks the caster for 50 Hit Points of damage, then the sword-waving lunatic will instantly take 50 Hit Points of damage. Unfortunately, the caster will still take the damage, but his attacker will have to suffer the same. Both caster and attacker will receive all applicable AP when considering this damage.) Only "physical" attacks will be reflected, and not any sort of

"magickal" or "spell" attacks. Ranged physical attacks cannot be reflected. **Duration:** 1 minute per level. **Save:** None.

Greater Healing of Ana-Vril: The beneficent influence of the Tree of Life will remove any magickal disease, affliction, poison, or malady from any single victim, as well as cure the victim of 3 Hit Points per level of the caster.

Sign Of The Void Moon: This potent sign calls forth the obscuring effects of Selene, the hidden Void Moon, which will temporarily "dim" the caster from visible sight, effectively rendering him "invisible" for the duration, and will hide him from all divinatory magicks of the 7th Order and below. Only Master Magicks will reveal the caster's presence (as will the Sight, the immortals' "see-all" awesome ability). While under this sign, the caster must not invoke any other form of magick, or else the sign will vanish and the caster will become visible. (Physical attacks are acceptable during the duration.) **Duration:** 1 minute per level.

Star Blast: In the tradition of the Star Bolt and its brethren, the Star Blast inflicts massive amounts of crackling blue magickal damage to all those in its path. Damage and AOE are as per 5th Order spells.

Thunderbolt Of Arcturus: The Thunderbolt strikes a single target as a massive bolt of lightning, yet leaves in its wake a shattering peal of thunder which can stun all those within the AOE into temporary inaction, or even cowardly flight. The lightning strikes for damage equivalent to the Order of the spell. The thunder, however, acts as a PRE Attack that is "made" by 1 point per level of the caster (a 20th level caster would "make" his roll by 20 points, and the Bad Guys would have to save at -20 to resist the PRE Attack. See "Presence Attack" in the "Combat" section for more info.) **Save:** Special for PRE.

Wicked Cold Of Wymwood: The Wicked Cold summoned forth by this spell will plunge the entire AOE into a sub-zero Arctic state, killing all normal plant life within the area, and subjecting any victims within the area to damage appropriate to this 5th Order spell. **Duration:** Instantaneous, though the side effects will last until normal weather conditions prevail.

6TH ORDER

Deceit Of Al-Ghul: This causes all victims within the AOE to Save vs. PRE or suffer from an unnerving, resolve-blasting mental imbalance as Al-Ghul whispers lies and half-truths into their minds. Those who fail this Save will be stunned into a full Combat Round of inaction, then will turn upon their most trusted companions as if they were their most hated foes. **Duration:** 1 Combat Round per level. **Save:** vs. PRE to ignore.

Divine Light Of Polaris: This spell will reveal the true presence and nature of all evil creatures, foul magicks, tricks, traps, and other such malfeasances within sight of the caster. Unless they are protected by cloaking or warding magicks of Master sta-

tus or higher, those marked by this spell will appear to the caster as if bathed in radiant blue starlight, and will be unable to hide or conceal their presences from his see-all eyes once marked. (So while those revealed may try to conceal themselves once they are marked, or seen, their efforts will be in vain, as they'll all but glow like stars to the caster's eyes.) **Duration:** 1 Combat Round per level. **Save:** None; immune if warded by Master Magicks.

Fury Of Warhawk: The Fury of Warhawk will raise both the STR and SPD Attributes of the recipient by 1 point. Additionally, the Fury of Warhawk will grant the recipient an additional +1 to his CV for each level of the caster. Unfortunately, due to the dual-aspect nature of the Phoenix, after the spell has run its course, the recipient must spend the exact amount of time spent within the Fury in peaceful, nonviolent contemplation. Failure to do so will trigger the failure of the recipient's Power Pool until he fulfills his obligation. **Duration:** 1 hour.

Superior Star Blast: More damage, more AOE, and more fun than its 5th Order companion, the Star Blast.

7TH ORDER

Curse Of The Void: Any single victim will be cursed by the baleful influence of the Void itself to totally fail his next Save. Fate Points may be expended, of course. **Save:** vs. Power to ignore.

Meteor Storm: The Meteor Storm invokes a literal fall of superheated stellar "dust" which strikes all those within the AOE at incredible speed (like a super-fast meteorite) for terrible concussive/heat damage (7th Order damage). An interesting side-effect of this spell is that no divination dependent upon the stars may be cast successfully from its withered and blasted AOE until a full year and a day have passed since the initial devastation.

On The Wings Of The Phoenix: By invoking the power of the Phoenix, the caster can summon a winged, fiery aerial "steed" in the likeness of the Phoenix itself. This winged avian can spirit the caster and up to 100 lbs. of "baggage" (including other characters) per level of the caster to any single point navigable by flight (so long as it's on the same planet) at an amazing 100 MPH per level of the caster! (The caster and his baggage are protected from the heat, air-friction, and other deleterious effects of this hypersonic mode of transport.) This magick will last until any single destination is reached, then the Phoenix will vanish.

Venom Of Vermix: This empowers the caster to affect all living things within the AOE with but the merest taste of the lost star, Vermix, whose bitter rays once poisoned the night sky. While the "venom" is not a true physical poison, it is hardcore radiation, and will cause no small amount of harm. Those who fail their Save will instantly wither and die, their flesh corrupting to a putrescent blackish-purple color. Those who make their Save will still take 100 Hit Points of damage. A side-effect of this spell is that it will make barren for a year any soil within its AOE. **Duration:**

Instantaneous, w/lasting side-effects. **Save:** vs. CON for 100 points, or wither and die.

8TH ORDER

Asteroid Storm: This is the improved version of the 7th Order "Meteor Storm" spell, w/ more damage and more AOE. No longer is it little chunks of "dust," either—more like objects ranging from baseball-sized stones to man-sized boulders. The divinatory-blasting side-effects will endure for 1 year per level of the caster, however.

Forever-Silent Scream Of The Void: This causes all within the AOE to suffer the devious, mind-blasting whisper-lies of the Void. All who fail their Save will instantly fall to the ground, totally catatonic and helpless as their brains attempt to dispel the hideous secrets wailing through their minds. **Duration:** Catatonia = 1 day per level of the caster. **Save:** vs. PRE to completely ignore.

Greater Curse Of The Void: Any single victim will be cursed by the baleful influence of the Void to totally fail his next 3 Saves. **Save:** vs. Power at -1 per level of the caster to ignore.

Scales Of Justice: A more potent version of the 5th Order "Balance of Libra" spell, this will cause any attacker within the AOE to feel the same damage he caused upon the caster. This wards versus all attack forms, including ranged physical attacks and area-effect magicks. Both the caster and the attacker will still receive all applicable AP resistances. **Duration:** 1 minute per level.

9TH ORDER

Doom Of The Void: This potent spell invokes the dark light of the Void to shine down upon all within its AOE, causing all who fail their Save to instantly transport to the center of the Void (see "The Void" in "Magicks" for more info). **Save:** vs. Power at -1 per level of the caster to ignore.

Greater Misfortune: This allows the caster to inflict a most terrible curse upon any single victim. For the span of a year and a day, the victim will suffer the most outrageous ill-fortune and bad luck. The poor victim will suffer a -1 to all of his rolls (Saves, Combat, Skill, etc.) per level of the caster during this time. Whenever possible (like when he's in the city), he will be hounded by thieves, drunkards, and beggars; harassed by the local good folk; and shunned by all sensitives, who will note his "bad luck aura" for what it truly is. While in rural settings, even the animals themselves will treat him with ill-humor; squirrels may drop acorns upon his head, while crows (and other flying things) may dive-bomb him with their special little gifts. The victim will be prone to fumble his weapons (when he rolls a "minus" CV roll), miscast his spells at the most critical times, and to slip-up and make horrible physical and social blunders at the most inappro-

BATTELMAGICK

prate times. **Duration:** 1 year and 1 day (if victim lives that long). **Save:** vs. Power at -1 per level of the caster to ignore.

Starbreaker: This allows the caster and up to one additional person per level to traverse the spaceways in a “space-sphere” of magickal energies. The space-sphere, though just large enough to provide essential comforts for its passengers, will provide basic life-support for all aboard it for the duration (except for rations, which will have to be provided by some other means). It can travel at two different velocities: “impulse” and “warp.” Impulse is normally employed to journey within the gravitic wells of planetary bodies, while warp is normally employed to rapidly traverse the great interstellar distances. The maximum distance the Stellar Sphere may travel is equal to one light year per level of the caster. Each light year will require one day of travel. For distances within a solar system, which normally will be taken at impulse speed, each Astronomical Unit covered will require one hour of time. The Stellar Sphere will last until one day per level of the caster has passed, or until the caster dispels it.

Star Storm: This superior version of the “Asteroid Storm” spell causes even more devastation, as it rains down massive chunks of interstellar debris upon its AOE, crushing and blasting all victims for extreme damage. Its side-effects will endure for at least 10 years per level of the caster.

10TH ORDER

Black Hole: This most terrible spell allows the caster to summon forth a magickal singularity, or Black Hole, which will devour all within its AOE and spit what’s left of their shattered souls into the Void. Only those with a Power of 100 can resist the terrible effects of this spell! For game purposes, the Black Hole will last for one Combat Round, then will mercifully expire. This spell leaves a spherical hole in its wake (equal to the AOE), and planetary magick-pulsing effects which will last for 1 minute per level of the caster.

Master Misfortune: This terrible Karma-blasting curse is the “master” version of the “Greater Misfortune” spell. However, with this spell, up to one creature per level of the caster may be affected, if desired. If targeted upon a single mortal victim, that single victim will receive no Save! The effects, once begun, cannot be lifted save by Primal Magicks. **Save:** vs. Power at -1 per level of the caster to ignore (if cast upon more than 1); no Save if cast upon a single victim.

Stargate: This creates a temporary “warp” which the caster can employ to instantaneously travel from one point to another in the universe. The Stargate can be made a simple “personal” effect, or it can be stretched to cover a radius of up to 100 feet per level of the caster. The Stargate will last for a maximum of one minute per level, or until the caster himself journeys through it. The Stargate may reach to any place in the cosmos not protected by Primal Magicks. It may not be used to pierce planar boundaries.

Battlemagick specializes in damage-type, terrain-morphing, and combat-augmenting magicks. Earth, Air, Fire, Water, and Time are the five major spheres of influence within Battlemagick.

Note: *Time = Temporal for many of the spells. Many Temporal effects involve electricity and lightning.*

Saves Vs. Battlemagick: There is a Power Save vs. all “damage” spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? The Battlemage is trained, even expected, to wear armor while in combat. Most prefer to wear the signs, devices, and colors of their chosen school. For those of the Collegium, this is generally full leather armor, with flashy bands of purple and black for devices; for those of the Shadow Hawk, the more armor, the better, with colors ranging from flashy bands of bloody crimson, dark green, and deep purple-black.

Good Stuff: Elementals! Immolations! Sheer variety of blow-up spells, and great combat-type magicks.

Bad Stuff: Brainwashing mandates engaging other rival Battlemages first in combat.

1ST ORDER

Battle Bolt: This is the basic offensive attack spell of Battlemagick. The bolt comes in five different varieties: Earth, Air, Fire, Water, and Temporal. Each type of bolt projects a pencil-thin blast of the appropriate elemental damage at any single victim targeted by the caster. As with most damage-type magicks, the Battle Bolt may be Boosted for maximum AOE.

Earth Bolt: Rakes the victim with a scouring sand blast, or with a blast of rocks and earth.

Air Bolt: Blasts the victim with terrible tornadic wind-shear.

Fire Bolt: Sears the victim with fire.

Water Bolt: Hydro-blasts the victim with either water or freeze-dries the victim with ice (caster’s option).

Temporal Bolt: Shocks the victim with electricity.

Battle Shield: The Battle Shield produces a shimmering barrier of protection vs. any one of the five types of elements and its respective elemental attack. The shield reduces damage from a specific type of elemental attack by one Hit Point per Power Point invested in the shield. The Maximum Potential of the Battle Shield and its other higher-Order brethren follows the same progression as does Spell Damage Potential; i.e., the Order of the spell X the caster’s Power Attribute.

The shield will last until it is dispelled by the caster (which may be at his conscious bidding, or at his unconscious bidding, say, if he’s knocked out or killed), or until it absorbs more Hit Points of damage than the number of Power Points invested in it. Multiple

Spells, Battlemagick

shields may be raised by the caster to block multiple types of elemental attacks. No more than seven Battle Shields *total* may be raised at one time by any spellcaster. **Elements:** All (Earth Shield, Air Shield, Fire Shield, Water Shield, and Temporal Shield). **AOE:** The Area of Effect may be Boosted just as damage-type spells are Boosted. **Duration:** Until dispelled or taken down by damage.

Fireflash: Produces a blinding flash which can temporarily strike blind a single opponent for one Action Phase per level of the caster. **Save:** vs. SPD to avoid affects.

Gloom Sight: This grants the caster the ability common to the denizens of the Midnight Realm. (See the Special Power of the same name for more info.) **Duration:** 1 hour.

Ignite: Enables the caster to ignite any and all combustibles (such as oil, leaves, hair, flesh, leather armors, rags, or whatever) by gaze. The object must be within 10 feet of the caster. Continuing damage is at Creator's discretion, though we suggest an initial "flash" damage of 1 Hit Point/level of the caster. **Save:** None, unless immune to fire (Creator's discretion).

Levitate: This empowers the caster with the ability to defy gravity and float above the ground like a thistle upon the wind. The caster cannot move faster than 1 CMR. He can, however, move either up/down or forward/backward. **Duration:** 1 minute/level.

Locate: Allows the caster to divine the general direction of and distance to any single designated "normal" humanoid type. This is baffled by even the most mundane cloaking magicks. **AOE:** up to 1 mile/level.

2ND ORDER

Bestow Proficiency: Grants any single willing recipient instant but temporary proficiency with any single weapon with which the caster himself is proficient. **Duration:** 1 minute/level.

Eagle Eyes: This grants the Special Power of the same name. Each casting will grant an additional +1 Mod, up to the limit of 5. **Duration:** 1 minute/level.

Infravision: This grants the Special Power "Infravision." **Duration:** 1 hour.

Superior Battle Bolt: This superior version of the 1st Order spell enables the caster to use the 2nd Order Base for his Boost. The elemental effects are as per the 1st Order spell. **Elements:** All.

Superior Battle Shield: This raises a superior version of the 1st Order spell. The Base is now 2nd Order, although it functions the same in all other respects. **Elements:** All.

Ultravision: This grants the Special Power "Ultravision." **Duration:** 1 hour.

Water Breathing: Grants the ability to breathe underwater, though it provides no special "adaptation" to water (which means any travel or combat while underwater will still be difficult or nonproficient for most land-lubbers). **Duration:** 1 hour.

3RD ORDER

Battle Aura: The Battle Aura calls into being a more efficient version of the Battle Shield. The Base is now 3rd Order. Otherwise, it functions as does the 1st Order Battle Shield. **Elements:** All.

Battle Burst: This produces a gout of elemental fury which can cause more damage and affect more victims than the lower-Order versions of the Battle Bolt. Base is now 3rd Order. Elemental effects are as per Battle Bolt. **Elements:** All.

Glide: This spell allows the caster to defy gravity to the point that he may levitate himself at up to 1X his CMR in a Combat Round. **Duration:** 1 minute/level.

Haste: This causes a single target to gain +1 to his SPD Attribute and move at 2X CMR. **Duration:** 1 Combat Round/level.

No Fear: This will grant any single willing recipient a Karmic "Fear" Attribute of "0" for the duration. **Duration:** 1 minute/level.

Repair: This handy dweomer will affect the instant repair of any mundane, conventional, non-magickal or non-Exotic weapon or armor. Repair is possible only if the majority of the item is still intact, or if suitable repair material is at hand. (It's basically a super-quick Smithing attempt via magick, and some logic should be applied to the individual situations.)

Slow: This causes a single victim to lose ½ his SPD Attribute and move at ½ CMR. **Save:** vs. Power to ignore. **Duration:** 1 Combat Round/level.

4TH ORDER

Air Pocket: The caster may conjure a protective sphere of elemental Air to provide himself and his companions with a pocket of breathable air. The Air Pocket will ward the caster and up to 1 companion/level of his ability from the detrimental effects of poisonous gases, dusts, clouds, or spells which produce similar effects—provided that the effects are of the 7th Order and below. **Duration:** 1 Combat Round/level.

Call Fog: Allows the caster to summon a cloying blanket of fog which will effectively "blind" all those within it who do not possess enhanced sensory capabilities (such as Gloom Sight). This

magick has a special AOE equal to 25 feet per level of the caster. **Duration:** 1 Combat Round/level.

Grasp Of Iron: The recipient of this spell will be immune to the effects of the dread Fumble and the martial art discipline Disarm for the duration. **Duration:** 1 minute/level.

Read The Horizon: By studying the horizon for a full minute, the caster may make a fairly accurate guess as to the number of troops, war machines, and siege devices that are within a one mile radius/level of his position, as well as accurately gauge their relative positions. Conventional camouflage is useless versus this divination, though even the most mundane magickal cloaking defenses will baffle it. Curiously, though even one siege device or war machine will trigger this divination, any concentration of 100 or fewer humanoid will escape detection. **AOE:** 1 mile radius/level.

Superior Battle Aura: Like its lower Order brother, the Superior Battle Aura provides damage reduction vs. the effects of any single elemental attack. The Base is now 4th Order, though it otherwise functions as does Battle Shield. **Elements:** All.

Superior Battle Burst: This is the superior version of the 3rd Order spell, Battle Burst. Base is now 4th Order. Otherwise, the Elemental effects are as per the 1st Order spell, Battle Bolt. **Elements:** All.

5TH ORDER

Battle Blast: This is a superior Battle Bolt. Same elemental effects, but with a Base of 5th Order. **Elements:** All.

Battle Sphere: Like the Superior Battle Aura, but with a Base of 5th Order. Otherwise, it functions as does Battle Shield. **Elements:** All.

Flight: This enables the caster to fly through the air with the greatest of ease. Movement is at 3X CMR. **Duration:** 1 minute/level.

Improved Haste: This improved version of the 3rd Order spell enables the caster to add +2 to a single target's SPD Attribute, move at 3X his CMR, and to gain an additional Action Phase for the duration of the spell. **Duration:** 1 Combat Round/level.

Improved Slow: This improved version of the 3rd Order spell enables the caster to reduce a single victim's SPD to 1, to reduce the victim's CMR to a mere 1, and to reduce the victim's Action Phases by 1. **Duration:** 1 Combat Round/level. **Save:** vs. Power to ignore.

Quicksand: The caster can transform a mass of earth into an equal mass of cloying quicksand. Those who fail to perceive the quicksand (at Creator's discretion) will be sucked down into it and will eventually drown. In this particular case, the drowning will take one Combat Round per point of the victim's CON. **Duration:** 1 hour per level. **AOE:** 5th Order AOE.

6TH ORDER

Battle Barrier: Summons forth an immense fortification of any single elemental type that the caster can shape to his wishes. The caster may choose to defend himself from enemies, or trap his enemies within the barrier. Barriers may be shaped into simple shapes and forms, such as walls, circles, and spheres. Walls may be up to 10' high and 10' long per level of the caster. Circles and spheres will approximate these same dimensions. Width and thickness are irrelevant when dealing with elemental forces (and are therefore left to the Creator's discretion, if used).

Unlike the Battle Shields, Auras, Spheres, and Zones, the Battle Barrier is immobile, and cannot be moved once placed. The Barriers, however, provide a much more potent defense, as they are actual physical manifestations of elemental forces. As such, the only common ways to breach a Battle Barrier are to cast the same spell to reverse the effects, which will instantly dispel it, to invoke an 7th Order or higher "transport" type spell, which could spirit the victim away from the confines of a sphere-type barrier; to actually physically climb or fly over a wall- or circle-type barrier; or to cause enough damage to the barrier to dispel it. For damage purposes, each barrier is considered to have 0 AP, 0 CV, and 100 Hit Points/level of the caster. **Elements:** All. **Save:** Special. Requires that the victim burn an Action Phase and make a Save vs. SPD to avoid being trapped within a circle or sphere barrier, or behind a wall barrier. If the victim is out of Action Phases for that Combat Round, then the save fails. **Duration:** Permanent, or until dispelled or destroyed.

Combat Sense: This will temporarily grant any single willing recipient the Special Power "Combat Sense." **Duration:** 1 minute/level.

Safe Passage: Protects the caster and his companions from the detriments of any one of the five elements' normal, non-magickal effects. While under the auspices of Safe Passage, the caster and up to one companion/level will find that they can safely and freely travel, fight, and cast spells while subject to normal, non-magickal elemental effects what would otherwise drown, bake, blow, smash, or fry their frail mortal forms. The so-called "Elemental Planes" may be endured with this spell, as may conditions such as being underwater or walking through a lava pit. Spells or spell-effects, however, will cause damage as normal. Multiple Safe Passage spells may be cast to protect the caster and his friends from different elements. **Elements:** All. **Duration:** 1 day.

Superior Battle Blast: This is the superior version of the pumped-up 5th Order spell, Battle Blast. Same elemental effects, but with a 6th Order Base. **Elements:** All.

Superior Battle Sphere: This enhanced version of Battle Sphere has a 6th Order Base. **Elements:** All.

Toughness: This temporarily bestows the Special Power “Toughness” to any single willing recipient. **Duration:** 1 minute/level.

7TH ORDER

Battle Storm: This potent spell of the Battle Bolt/Burst/Blast family is truly dangerous. It has a 7th Order Base. Although the elemental effects are the same as the lower-Order versions, there are a few effects that aren't, such as:

“Those are real Elementals!”: This side-effect will occur if this spell is cast upon ground consecrated to any one of the five elements. From 1-4 Elementals of the same type as the spell will appear, and they will seek to do the following:

“It won't stop!”: That's right! If the Elementals are roused, then they'll continue to stir the storm! Damage will be the same as per the original damage affected by the caster, and it will occur at the end (Phase 10) of each and every Combat Round following the one in which the caster first cast the spell. The Elementals will raise heck until they are dispelled or destroyed. (For their stats, refer to “Creeping Death.” **Elements:** All.

Battle Zone: Like the Battle Shields, Auras, and Spheres, the Battle Zone absorbs damage from any single type of elemental attack. Unlike its little brothers, however, the Battle Zone has a 7th Order Base. **Elements:** All. **Duration:** 1 Combat Round/level.

Mass Haste: This enables the caster to designate up to one target per level of experience to gain the effects of the 5th Order spell, Improved Haste. **Duration:** 1 Combat Round/level.

Mass Slow: This empowers the caster to designate up to one victim per level of experience to suffer the effects of the 5th Order spell, Improved Slow. **Duration:** 1 Combat Round/level. **Save:** vs. Power to ignore.

War Machine: This temporarily transforms the caster or a single willing recipient into a virtual death machine, raising his CVs by +1 per level for the duration, raising his natural AP by +1 per level. Unfortunately, the recipient is also afflicted by Bloodlust (as per the Karmic Manifestation) for the duration. **Duration:** 1 Combat Round per level.

8TH ORDER

Banish Elemental: This counterspell empowers the caster with the ability to undo the binding effects of the Summon Elemental spell. When the caster confronts an Elemental summoned forth to the material world, the caster can attempt to banish the Elemental back to his own plane of existence. This requires that the caster make a successful Power Save. If successful, the Elemental is unbound from the Summon Elemental spell, and it will allow its material form to dissipate while its essence returns back to its own plane. If the Save is unsuccessful, then the Elemental will mark the caster as a most foolish mortal, and will go out of its way to teach the caster a most appropriate lesson in the price of mortality. Only one Elemental may be banished per attempt. **Elements:** All.

Battle Ward: The Battle Ward is a potent defense vs. the damaging effects of elemental attack spells. Instead of merely absorbing damage from the various elemental attack spells, the Battle Ward allows the caster to gain a Power Save vs. the elemental attack in order to ward—that is, fully ignore—the effects of the attack. Once cast, the ward will continue to work its warding magicks until the Power Save is failed. Once the Save is failed, the ward will vanish. Battle Wards may be cast upon any non-living or inorganic surface, including items (where they'll act as a semi-permanent enchantment until they're dispelled), doors, walls, or floors. Each Battle Ward works vs. one type of element only. Multiple Wards may be cast upon any surface. All Battle Wards will carry and maintain the Power Save of the caster who cast them. Once cast, this Save is “fixed” as the caster's own *at the time of the casting*, and it may never be modified. **Elements:** All.

Elemental Circle: This spell is employed to gain the favor of any summoned Elementals, and to hopefully help “seal” any deals made between the summoner and the summoned. In effect, the Elemental Circle will grant the caster an additional “free” Power Save during the taxing “Elemental Summoning” spell, just in case one of the Saves is failed. While this may not be necessary for the more powerful spellcasters, the actual preparation of the Circle (which takes 100 minutes - 1 minute per point of Power Attribute of the caster) does tend to make the Elemental feel a bit more “welcome,” and thus more inclined to accept the terms of its service. The Circle may be cast virtually anywhere, as there are no true material components necessary to “inscribe” the Circle (the Circle itself is formed through the power of the casting, with each Element forming a slightly different “colored” magickal Circle). **Elements:** All. **Duration:** 1 Summoning.

Immolation: Calling upon any one of the five elements, the caster may produce a tremendous explosion of sheer elemental fury that is larger than a football field! Covering a 250' radius, the Immolation spell is perfect for taking out large concentrations of troops, hordes of monsters, or even entire villages. Unlike the Elemental Storm, however, the Immolation has no potential for severe side-effects. **Elements:** All.

Summon Elemental: This spell enables the caster to *attempt* to summon and control any single type of Elemental. In order to attempt the summoning, the caster must have in his possession a small amount of the particular element, as well as ready access to a larger amount of the element, which the Elemental will use to focus upon and thus materialize his form. (For game purposes, the caster must have access to a minimum of 1000 cubic feet of the element in order to summon forth an Elemental. That's roughly a 10 feet X 10 feet X 10 feet volume. For Earth, Air, Fire, and Water that's fairly easy to attain. For Time, simply consider the fact that wherever Time itself can exist, so can a sufficient amount of it exist to summon forth a Temporal Elemental.)

To succeed in the summoning, the caster must actively draw the Elemental to the material world. This requires a successful Power Save by the caster. If this is failed, then the spell is considered to be "Fumbled." If it's successful, then once the Elemental is coaxed to focus its essence upon this plane of existence, the caster then must bind the Elemental to his will, or else the Elemental will be "wild," and will seek to destroy any and all in its path. To bind the Elemental to his will, the caster must again make a Power Save. If this is successful, the caster may compel the Elemental to perform any single task, provided the task takes no longer than one hour to perform. Tasks may include simple guard duty; the destruction of an enemy (or army, in some cases); the construction of basic fortifications specific to the element; or even a simple question and answer session, which the Elemental must answer truthfully to the best of its ability.

Elementals will respect those who treat them with respect, and will seek to demolish those who are foolish enough to deal unjustly with them. The spell "Elemental Circle" will greatly aid in cementing any "deals" made under the influence of this spell. **Elements:** All. **Duration:** No longer than 1 hour.

Super Haste: This awesome spell empowers the caster to designate a single target to receive a burst of pure speed. For the space of a single Combat Round, the target will move at 10X Normal Movement Rate, will gain 10X his normal number of Action Phases, and will effectively be considered to be moving at the ridiculous SPD of 100. Spellcasting is possible while under the effects of a Super Haste—but the casting is actually quite dangerous. Due to the strain of the Super Haste upon mortals, a Save vs. CON must be made at the end of the spell, or the target will suffer from the debilitating effects of a Devastating Critical for an additional Combat Round. To cast a spell while under the effects, the caster *must* make a Save vs. Power, or he will automatically Fumble his spell and subsequently be "booted out" of the Super Haste at that point. Booting out will result in an automatic Devastating Critical for an additional Combat Round. **Duration:** 1 Combat Round.

9TH ORDER

Elemental Pact: The Elemental Pact empowers the caster to call forth an Elemental Lord of any one of the five elements and attempt to enter unto a Pact, or bargain, with him. Pacts may be

used by the caster to "hire" the Elemental Lord for his services. Such services may include the construction of a palace or of a small city; the protection or warding of any single area or any single item (at 100% Power Save, of course, provided that the chosen warding is within the Elemental Lord's own realm of influence); the "borrowing" of some of the Elemental Lord's own elemental servants for a period of time; or even the granting of a Wish (see the "Wish" entry in Primal Magick).

The success of the Elemental Pact will depend upon what the caster is willing to give to the Elemental Lord in exchange for his services. The Elemental Lord will ask for and expect to receive a quid pro quo bargain. If he builds a palace or city for the caster, then he will expect a glorious temple dedicated to his element to be set up within the boundaries of the palace or city. If he enchants an item or area, then he will expect the caster to perform a quest in his name, or he will bind the caster never to employ the item against Elementals or servants of his own ilk. If he lends the use of his servants, then he will expect the caster to see to their safety and well-being, as well as the offering of appropriate costly sacrifices of valuables to the servants in exchange for their services. If a Wish is granted, however, then the Elemental Lord will expect the caster to do more than bend and scrape—he will expect the caster to serve his elemental cause faithfully for the term of a year and a day.

Failure to seal the Elemental Pact will cause the Elemental Lord to forsake the caster for a year and a day. Failure to maintain the Pact once it is agreed upon will force the Elemental Lord to revoke all of the caster's spellcasting privileges within that particular elemental realm until the caster has made the proper atonement for his heresy. Multiple Elemental Pacts may be entered unto by the caster should he so desire. **Elements:** All.

Greater Immolation: Like the Immolation, the Greater Immolation can produce sheer elemental fury—just more of it. **Elements:** All.

Hyper Haste: This spell empowers the caster to designate a single target to receive a pure, unadulterated taste of the Temporal Plane itself. For the space of a single Action Phase, the target will blur into a lunatic time-frame that allows him 100X his Normal Movement Rate, and that will "cram" a whopping 100 of his normal Action Phases into that particular Action Phase. The character's SPD is off the mortal scale at this point, so he'll probably be going first in the Combat Round. It's possible to cast spells while under the influence of Hyper Haste—but it's extremely dangerous. To cast a spell while under a Hyper Haste, the caster must make a Power Save, or the caster will find that he has Fumbled the spell due to the terrible influx of raw temporal power (and has probably been destroyed utterly and irrevocably from the backfire). In any event, once the Hyper Haste is over, the target must make a Save vs. CON at -10 or he'll suffer from the effects of a Devastating Critical until he is healed by magicks (any simple 1st Order spell will do the trick in this case). **Duration:** 1 Action Phase.

10TH ORDER

Elemental Circle Of Power: Through the casting of this spell, the caster may permanently create a sacred area that is “tied into” the home plane of that particular Element. Once enchanted, this most sacred area will have the power to regenerate any damaged Elemental of its type, just as if it were the home plane of the Elemental (which really cuts down on having to re-summon them from their elemental plane after they have to run home to lick their wounds). Also, the circle will empower the caster to summon forth Elementals to do his bidding (see “Summon Elemental”) without the necessity of making a Power Save to “bind” them to his will. Since the circle is considered to be a “holy place” to the Elemental of its particular elemental type, spells such as “Elemental Pact” will be most favorably granted when cast from within its confines. (Elemental Lords like these, for they provide them a “Power-free” gateway by which to enter and exit the Prime. Also, the circle provides a place for potential worshipers to worship the Elemental Lords, which grants them no small measure of personal power, and they can’t help but like that!) Any spell cast within the confines of the circle that is of the same Element as the grove itself will strike for maximum possible damage, and will get no normal Save where one is applicable. The dimensions of the circle are a standard radius of 1000 feet, although this can be expanded by an extra 10 feet per additional point of power that is expended over the 10,000 point cost of the spell. The Elemental Circle of Power may only be destroyed permanently by first breaking its contact with its Elemental Plane, by destroying all its inhabitants, and then by desecrating it—which will *definitely* draw the most hateful enmity of all those loyal to that particular element. **Elements:** All. **Duration:** Permanent.

Master Immolation: This spell takes the Immolation to a tier of power that’s entirely unwholesome: 10th Order AOE and damage. **Elements:** All.

Temporal Shift: The mighty Temporal Shift empowers the caster with the ability to freely travel the many corridors of Time itself. The caster may choose any point in Time, and may will himself there in the space of a single Action Phase. He will arrive at the corresponding temporo-spatial location at which he left, though he will be “displaced” the minimum necessary distance to survive any “instant death” situations (like shifting back in time to a point that an exploding volcano occupies his temporo-spatial location). This spell is limited to “Prime” only temporal travel, although the caster may, if so inclined, transport himself to the “Plane of Time” (from which the *experienced* temporal traveler may be able to step into another world’s or dimension’s time-stream). This spell must be cast each time the caster wishes to shift through Time. Unlike the spell “Master Warp,” the Temporal Shift is a personal effect, and may only be employed by the caster himself.

DIVINE MAGICK

Divine Magick is granted to the practitioner directly through the auspices of the practitioner’s patron deity. Unlike other realms of magick, all spells of Divine Magick are granted through extension of the practitioner’s faith in his patron—and his patron’s faith in him.

In addition to being cast upon the caster himself, Divine Wards may be cast upon any other willing recipients—provided that they carry on their person a Holy Symbol particular to the caster’s own faith, for the ward must be cast on the symbol in order to provide its protections.

Saves Vs. Divine Magick: There is a Power Save vs. all “damage” spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? Any armor is possible, although it must be of a type approved by the caster’s deity. All must sport devices indicating their chosen deity, and his holy symbol.

Good Stuff: All power comes from deity. Holy Symbols. Divine Wards.

Bad Stuff: All power comes from deity, and deity must be pleased with caster to grant him this power.

1ST ORDER

Blessing: The recipient of this spell will gain a +1 to all of his rolls for one minute per level of the caster. Unfortunately, multiple Blessings will not yield additional bonuses. A Blessing will immediately counter a 2nd Order Malediction. **Save:** vs. PRE to ignore.

Divine Light: The Divine Light will cause a bright aura of light equal to that of a lantern to emanate from the caster’s holy symbol. **AOE:** 1 foot radius per level. **Duration:** 1 hour.

Divine Omen: This grants the caster a “heaven-sent” omen concerning any single “yes” or “no” question posed by the caster. Typical “good” omens may involve the sudden appearance of an animal sacred to the caster’s religion, a peal of distant thunder, or something equally dramatic though harmless. Typical “bad” omens may involve, to the contrary, the sudden appearance of any animal held in disfavor by the caster’s religion, sudden ill-winds or darkening of the sky, or something equally dramatic though harmless.

Harm: This is the basic offensive spell for Divine Magick. Damage and AOE are as per 1st Order magicks, and may be Boosted.

Heal: By calling upon the forces of his patron deity, the caster may heal any single recipient of damage to the tune of one Hit Point for each level of the caster. This spell must be delivered by touch.

Holy Water: By means of this spell, the caster is empowered to purify one dose (one fluid ounce) of holy water per casting. Holy Water will cause one Hit Point of damage to all things on the patron deity's "Blacklist" (see the "Deities" section for more information). The victim must be struck by the Holy Water for this damage to occur, and this requires a successful CV roll from the caster. There is, however, no Save possible to resist the damage (although AP will reduce the damage as normal). Fortunately, there's not really a limit to the quantity of Holy Water that can be tossed per attempt—although the Creator may wish to limit the number of doses per attempt to a simple "one dose per level of the caster," or something inane like that; otherwise, the Priests will be lugging barrels of Holy Water about with them in combat, and looking very silly in the process. (Characters who wish to become proficient with tossing vials of holy water can get dispensation from the Creator to train in the Alchemist's "Grenades" skill, which can be learned during DT as if it were a Weapons Training skill.)

Minor Ritual Of Purification: By passing his holy symbol over any spoiled or rotten foodstuffs or water rations, the caster can purify or restore to normalcy the goods. Up to one object (like a canteen, cask, plate of food, or pack of rations) per level may be purified per casting. Goods purified will remain so until the normal process of putrefaction sets in. Unfortunately, this minor magick will not remove any venoms or poisons from the goods.

Presence: Through this spell, the caster can temporarily boost his own PRE Attribute by one point. **Duration:** 1 Combat Round per level.

Putrefy: This potentially blasphemous spell empowers the caster to spoil one dose of Holy Water per casting. The caster had best employ this spell upon the "unholy" Holy Water of his sworn foes, lest he soon find himself out of a job, and out of a life.

2ND ORDER

Awaken: This empowers the caster to safely awaken any single target from magickal sleep—provided, of course, that it's of the 7th Order or below in nature.

Create Rations: This empowers the caster to create a single day's rations (both food and drink) for a single person. While not particularly flashy, showy, or edible (at least to some discerning palates), this spell will produce the magickal equivalent of MREs. **Duration:** Until eaten.

Cure Disease: By touch, the caster may cure any single target of any disease or malady.

Cure Insanity: By touch, the caster may cure any single target of any form of magickally induced insanity. Alternately, the caster may temporarily relieve the effects of any Karmic Manifestations specific to Sanity. Duration in the latter case is per the Creator's discretion.

Cure Paralysis: By touch, the caster may cure any single target of any form of paralysis.

Detect Aura: Through a moment's concentration upon the general aura of any single target, the caster may detect the general bent of the target ("good," "evil," "neutral"). The target is allowed a WILL Save to resist this somewhat invasive (not to mention nosy) magick. Successful Saves indicate a "blanking" of the aura. **Save:** vs. WILL to "blank" one's aura.

Malediction: The polar opposite of the Blessing, the Malediction will reduce all of the victim's rolls by -1 for one minute per level of the caster. Fortunately, multiple Maledictions will not yield additional minuses. A Malediction will immediately counter a 1st Order Blessing. **Save:** vs. PRE to ignore.

3RD ORDER

Banish Influence: This empowers the caster to banish the effects of the lesser (that is, 7th Order or below) "charm" or "suggestion" type magicks. However, it is the caster who must make a Save in order for the banishment to be successful. **Save:** caster, vs. PRE to banish the influence.

Detect Lie: This empowers the caster to divine the truth of any words spoken in his presence for the duration of the spell. The caster must be familiar with the language spoken, however, for the spell to be effective. **Duration:** 1 minute per level.

Divine Gift Of Speech: This empowers the caster to speak and comprehend any single language (except for the "immortal" languages; see the "Languages" section for more info). Alternately, the caster may grant this ability by touch to any single willing target. This spell does not grant any ability to read or write the chosen language. **Duration:** 1 hour per level.

Greater Harm: As per the 1st Order Harm, but 3rd Order now.

Greater Healing: As per "Heal," the caster may heal any single recipient of damage of three Hit Points for each level of the caster. This spell must be delivered by touch.

Prayer: This is the superior version of the 1st Order spell, Bless. The Prayer will grant the same bonuses as per the Bless; however, it will last a great deal longer. This will automatically counter the effects of the 4th Order spell, Rebuke. **Duration:** 1 hour per level. **Save:** vs. PRE to ignore.

Remove Fear: This empowers the caster to remove the debilitating effects of the Karmic Manifestation "Fear." Though this spell does not have to be delivered by touch, the caster must invoke his holy symbol, and call upon his patron to remove the fear from the target. The target will be allowed an immediate additional Save to counter his Fear. This new Save will be boosted by +1 per level of the caster.

Spells, Divine Magick

Restoration, Minor: This empowers the caster to restore any one of the five “normal” physical senses. The target must be touched in order for the Restoration to take effect.

Temper Hatred: This empowers the caster to temper, or to temporarily abate, the rampaging effects of the Karmic Manifestation “Hatred” from any single target. Though this spell does not have to be delivered by touch, the caster must invoke his holy symbol, and call upon his patron to soothe the rage of the target. Once this is done, the target will be allowed an immediate additional Save to break out of his Hatred (this is his Karmic Save; see “Karma” for more info). This new Save is boosted by +1 per level of the caster (which means that it’ll probably, but not always, be made).

4TH ORDER

Divine Ward Vs. Detection: This invisible ward grants the caster immunity to any of the 7th Order and below magicks of scrying, detection, and surveillance. **Duration:** 1 hour per level.

Divine Ward Vs. Mental Influence: This invisible ward grants the caster an additional Save vs. any attempt at mental influence or control. This additional Save is considered to be “free” and does not cost the caster any Action Phases. This warding effect will last until the duration expires, or until the caster actually fails his second Save. **Duration:** 1 hour per level.

On Angel’s Wings: This grants the caster the ability of flight at 5X his CMR. The means of flight is provided by magickal gossamer “angel’s wings,” which will sprout from the caster’s back (and through any armor, if applicable) and spirit him wherever normal flight could. The caster will be empowered to fly as if he were born with wings. None of his possessions will be ruined by the sudden appearance of the wings. **Duration:** 1 hour.

Rebuke: This is the superior version of the 2nd Order spell, Malediction. The Rebuke will levy the same minuses as per the Malediction; however, it last a great deal longer. This will automatically counter the effects of the 3rd Order spell, Prayer. **Duration:** 1 hour per level. **Save:** vs. PRE to ignore.

Reveal Truth: This will force any single victim to truthfully reply to any one question asked of it by the caster. The victim is allowed a Save vs. WILL to resist, but the caster’s own PRE is subtracted from the roll. The victim who fails this roll has the option of truthfully answering the caster’s question, or he will remain rooted to the spot, unable to move or act, until he does so. **Save:** vs. WILL - the caster’s PRE Attribute to ignore.

5TH ORDER

Divine Awe: By presenting his holy symbol and invoking his patron’s holy name, the caster can add his own level of experience to his Presence Attack roll. Guaranteed to scare the heck out of any but the most black-hearted out there. Unfortunately, this may be cast but once upon any single group encountered.

Divine Harm: As per the 1st Order Harm, but 5th Order now.

Divine Healing: As per “Heal,” the caster may heal any single recipient of damage of 5 Hit Points for each level of the caster. This spell must be delivered by touch.

Divine Oath: Once spoken, the Divine Oath will pact the victim to the caster, and the victim must adhere to his given oath to the absolute letter or he will suffer the divine wrath of the caster’s own patron deity. This divine wrath will strike in the form of a sudden, total cessation of the victim’s life forces, and no attempt at resurrection will be possible (unless attempted by an immortal, who’ll no doubt anger the caster’s patron deity with his insolence). It should be noted that the victim must actually speak the oath in the presence of the caster, and the victim must do so of his own free will. **Duration:** Until broken.

Divine Ward Vs. Fell Magicks: This will totally ward the caster versus magickal *damage* for the duration of the spell. Magickal damage resulting from any 7th Order or lower spell will pass the caster by as if he were not there while this ward is in effect, leaving both him and his possessions totally unscathed. It will not, however, ward the caster from any of the non-damaging magicks (such as “Charm” and its like), nor will it in the least protect the caster from any Master Magick damage. **AOE:** Personal. **Duration:** 1 Combat Round per level.

Divine Ward Vs. Impact: This will ward the caster versus physical damage for the duration of the spell, providing in effect a special “physical attacks only” AP equal to 10 points of AP per level of the caster. Magicks and magickal effects, however, are by no means warded by this spell. **AOE:** Personal. **Duration:** 1 Combat Round per level.

Sanctuary: This spell sets aside an area which has been dedicated to the caster’s faith and makes it truly a holy, inviolate sanctuary. All who are faithful to the caster’s religion may freely come and go within the bounds of the Sanctuary. All others, however, must make a successful WILL Save at the start of *each and every* Combat Round that they are within the AOE of the spell, or they will be forced to vacate the Sanctuary at best possible speed. The effects of the Sanctuary cannot be countered unless the area is totally defiled or destroyed. The Sanctuary covers a special area (or volume) equal to a 10 foot radius per level of the caster, centered upon the main “altar” or whatever other symbol of faith particular to the caster’s faith. The spell must be replenished on a special holy day (this date varies from faith to faith) once every year, or it will cease its warding effects. Due to its relative power, this spell requires a full day or a full night to cast. **Duration:** 1 year and 1 day.

Supplication: The big brother of the “Bless” and “Prayer” spells, this spell grants the caster or any single target a bonus +4 to any and all rolls for its duration. This spell will counter the “Malediction” and “Rebuke” spells, and it may be countered by the 6th Order spell, “Curse.” As with the other spells of this ilk, no multiple castings are possible upon a single target. **Duration:** 1 hour.

6TH ORDER

Curse: The big brother of the “Malediction” and “Rebuke” spells, this spell levies a harmful -4 to all of the rolls of any single victim targeted by the caster. This spell will counter the lesser “Blessing” type spells, including “Supplication.” No multiple castings are possible upon any single victim. **Duration:** 1 hour. **Save:** vs. PRE to ignore.

Restoration, Major: This will completely restore the health (but not the Hit Points) of any single victim. Any lost senses will be restored, the victim’s diseases and ailments will be vanquished, sanity will be restored, and all venoms or poisons operating within his system will be purged. The target must be touched in order to be restored.

Revelation: By focusing his holy symbol upon any single object, item, or creature, the caster can call upon the divine power of his patron to reveal its powers, origins, history, possible uses, and general information. The caster is entitled to ask up to seven questions concerning the item. These questions will be answered, but not elaborated upon, by an agent of the caster’s patron deity. While simple “yes” and “no” responses are possible, a brief sentence of explanation may indeed be more likely, depending upon the skill of the questioner. For obvious reasons, this spell may only be attempted once per object, item, or creature, and may only be cast once per day in any event. **Duration:** 1 minute per response.

True Sight: This spell empowers the caster with the ability to perceive any and all 7th Order and below illusions and other deceitful, cloaking, or concealing magicks and physical transformations or shapeshifts for what they truly are. The only limitation to this spell is that it works only upon magicks that are in effect upon living creatures, and not upon inanimate objects (such as tricky traps and the lot). So while the caster may indeed see through the illusory disguise of a wicked spell-caster, who’ll be lit up in divine neon lights to his perception, he may yet stumble blindly into her cleverly veiled pit and plunge to his doom. **Duration:** 1 minute per level.

7TH ORDER

Banish: This spell will attempt to forcefully cast away any single creature or person who is blacklisted by the caster’s faith. Success will force any summoned or extraplanar creature to return to its home plane or Sphere at once, and will forcefully transport any other creature or person native to the caster’s home plane or planet back to his respective Sanctuaries or to any locale within one thousand miles that is named by the caster if no Sanctuary is applicable. (The religious faithful, even if they are of an opposing faith, get a break here, and must be returned to their own Sanctuary. That’s the way the Deific Gods usually play their games. The infidel, however, is more or less at the caster’s mercy, and may soon find himself a few hundred miles offshore, desperately wishing he’d learned how to swim.) A Save vs. WILL at -1 per level of the caster must be made to resist the effects of this spell. If this is cast while the victim is within the area of the caster’s own Sanctuary, then there is no Save possible. This spell takes but one Action Phase to cast. **Save:** vs. WILL at -1 per level of the caster; or No Save if victim is within caster’s Sanctuary.

Exorcism: This spell allows the caster to attempt to cast out, or banish, any extraplanar or spiritual entity in possession of a victim’s body. After a demanding ritual that must last from sunset to sunrise, the caster must make an all-important Save vs. PRE to attempt to cast out the foul presence(s) from the victim. (It’s all-important because failure will result in the entity’s “jumping” from the victim of the possession to the caster, with no Save possible to resist the possession! This “jumping” is, of course, optional for the entity, but highly likely.) Unfortunately, should the caster make his PRE Save, the entity (or the most powerful entity among multiple entities) is allowed a WILL Save to resist the effects of the Exorcism. The entity’s WILL Save, however, is modified by the number of points by which the caster made his own PRE Save. If the entity fails this modified Save, then it (and all of its fellows) will immediately depart the victim and will flee the scene as quickly as possible. Most powerful entities thus thwarted will definitely mark the offending exorcist for the possibility of future retribution.

Divine Intervention: This grants the caster, or any single target touched by the caster, a whopping +10 to all of his rolls. Intervention will immediately counter any and all lesser “curse” type spells (those like “Malediction” and the lot). **Duration:** 1 minute per level.

Divine Retribution: This curses any single victim with a whopping -10 to all of his rolls. The victim does not need to be touched. This will counter any of the “Bless” type spells, including the 7th Order “Divine Intervention” spell. **Duration:** 1 minute per level.

Hand Of God: As per the 1st Order Harm, but effects are now at 7th Order.

Revitalize: This spell empowers the caster to return all Hit Points, health, and vigor to any single victim by touch. This will remove the effects of all venoms, poisons, diseases, insanities, sense-loss, and it will restore to full ability any attributes or abilities which have been reduced or removed by any ill-magicks of 7th Order and below. This spell will not restore lost Power Points, nor will it return the dead to life.

Sanctify: This massive “purification” spell empowers the caster to resupply all the holy water within his Sanctuary, to restock all the victuals and ceremonial accouterments, and even to attempt to restore to holiness any violated or despoiled area of his Sanctuary, provided that it is no more than one-half of the total area of the Sanctuary. While the former effects require no Save, the last effect requires that the caster must have fought to the best of his ability to deny the offense, that he has been a paragon of fidelity to his faith, and finally that he make a successful PRE Save. This spell may be attempted only once the Sanctuary has been violated and needs sanctification, or once per year on a special holy day of sanctification, as proscribed by the caster’s faith.

8TH ORDER

Astral Gate: This opens a temporary gate, or passageway, to the caster’s patron deity’s home plane, or Sphere. At the caster’s behest, the Astral Gate may be as small as a typical doorway, or as large as 1 foot X 1 foot per point of power of the caster. As this is an extremely personal way to communicate with one’s own patron, the Astral Gate had best be employed only upon extreme situations, as in when the caster is actual-

Spells, Divine Magick

ly commanded by his deity to do so, and not just for a casual visit. Once the gate is opened, the caster's patron can opt to send forth heavenly reinforcements to aid the caster, if necessary, to grant the caster a temporary boost of power (at the Creator's discretion); or, rarely, to directly aid the caster by means of an Avatar. **Duration:** 1 Combat Round per level.

Holy Ground: This spell sets up a potent, inviolable "neutral ground" where all beings inimical to one another may meet and hold concourse. The Holy Ground is normally confined to a single enclosed area or to a small locale outdoors that is consecrated neither to deity nor cause. No magicks may be cast while within this locale, and no combat may be entered unto, lest the participants find themselves suddenly and irrevocably destroyed. The boundaries, while invisible to mortal eyes, are quite real, and anyone passing into them can feel the faint tingling of eldritch magicks pacting his own magicks into a temporary state of impotence. Due to the store placed upon its "neutral magicks" by all civilized sentients, agreements made within the bounds of Holy Ground are considered to be binding between the parties until another meeting has taken place upon Holy Ground which specifically unbinds them. Therefore, it is quite rare for anyone to break a covenant made within the confines of this area. This is handy for sealing those world-shaking deals and treaties, or for plotting untold mischiefs and striking clandestine bargains between strange bedfellows. **Duration:** Special; until mutually dispelled by all parties. **AOE:** Up to 8th Order AOE.

Return To Sanctuary: Through means of this spell, the caster can instantly spirit himself home to any Sanctuary (see the 5th Order spell) holy to his religion, provided that it is upon the same planet as he is. Up to one additional person per level of the caster may be included in this powerful spell's effect, though the person must be a willing participant to do so. The exception to this rule is that any unconscious or dead victim may be taken along for the ride, provided the caster "names" him as a participant (this is a mental act, and need not be spoken aloud). Such victims will receive no Save. In no event may the caster spirit away more than 100 lbs X his own Power Attribute. This spell takes but 1 Action Phase to cast.

9TH ORDER

Greater Banishment: As per "Banish," save that the caster may attempt to banish up to one creature per level of ability. **Save:** vs. WILL at -1 per level of the caster; or No Save if victim is within caster's Sanctuary.

Resurrection: This potent spell will call forth the departed's spirit from the heavens to once more join with its physical body, provided no more than 24 hours have elapsed since the death of the physical body (and provided that there's still a soul remaining to rejoin the physical body). Those who are Resurrected will immediately return to full health and vigor, and will be ready to move at once should that be necessary. Those who are so returned to the mortal coil, however, must be favorably inclined towards the caster's patron deity. Why? First, they will not be brought back should they be inimical to the faith, or infidels. Second, and more importantly, the person thus returned will be required to "pay" for this supreme service with cash (anywhere from 10,000 Stars to 1,000,000 Stars per level of the victim, depending upon his relative importance, wealth, or Fame) or with some majestic quest aimed at

improving the welfare of the caster's faithful flock. No Saves are necessary for Resurrection—the only requirement is the caster's patron's willingness to provide the necessary means to do so. Finally, as long as the body has not gone to a negative Hit Point value equal to the victim's normal total Hit Points, Resurrection is possible. (So while dust may not be enough for success, a few hairs or miscellaneous body parts just might do the trick; it all depends upon what the victim's Hit Points were reduced to.)

Sanctum Sanctorum: The Sanctum Sanctorum, or "holy of holies," empowers the caster to modify an existing Sanctuary and transform it into a place of true power; in fact, a crossroads to his patron deity's own Sphere. First, at the appropriate place within his temple, the caster must open an Astral Gate, which will then become permanently opened by the power of the deity, to act as a permanent focus between his Sphere and the Sanctuary. The Sanctum Sanctorum then requires the caster to invest 10,000 points of power over a period of 10 days of near-constant spellcasting into his Sanctuary. During this time, at least 1,000,000 Stars worth of precious gems, jewels, or precious trappings must be sacrificed to his patron (at the rate of 100,000 Stars worth per day). The caster cannot be interrupted during this time, else the spell will be ruined, and his patron will be most displeased. At the end of the time, however, the former Sanctuary will be transformed into a magnificent temple consecrated to the deity (and decorated by his own hand, as it were). If there is enough area for the former Sanctuary to expand (to 10X its original AOE, that is), at this point it most certainly will.

The new Sanctum will prove most beneficial to the caster and his faithful flock, as all of their magicks now will strike for maximum possible damage while on the grounds, and all magicks which require a Save will force a -10 to the Saves of any and all infidels who dare to invade the area. (Note that the effects of the "Sanctuary" spell are still in place in the new Sanctum, too.) The caster of this spell will enjoy a favorable rate of Regeneration while on the grounds of the Sanctum. For game purposes the caster will regenerate at the rate of one Hit Point per Combat Round.

Sanctums which have been defiled or despoiled may only be Sanctified by the patron deity himself. As such, they are most assuredly well-defended (the patron himself and his hosts of heavenly minions are only an Astral Gate away...)

10TH ORDER

Miracle: The Miracle may only be performed through the direct, active intervention of the caster's patron deity. To beseech his patron for the draining effects of the Miracle, the caster had best be certain—absolutely certain—that there is no other recourse left to him. It should be noted that the caster's patron deity will be loath to grant him a Miracle for all but the most pressing of mortal concerns. Also, he will be most reluctant to employ this spell where it may have some effect, either direct or indirect, that is contrary or detrimental to another immortal (it's a sure-fire way to start a God War if your patron deity goes around stomping on his fellow immortals' big cosmic toes). The Miracle is equivalent in both power and effect to the Primal Magick spell "Wish" (see the section following "Magicks" for "Primal Magicks"), and it plays as such. **Duration:** Special. **AOE:** Special. **Range:** Special. **Save:** Special.

ENCHANTMENT

Enchantment is the study of illusion, charm, and deceit. Unlike the other realms of magick, the spells within the realm of Enchantment are not truly “real” or “material,” with easily quantifiable physical effects—at least not until the practitioner achieves enough power to cast the Enchantment Master Spells, when they can become only *too* real.

Saves Vs. Enchantment: Most Saves are vs. INT or PER. There is a Power Save vs. all “damage” spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? No problem, although most prefer to travel light.

Good Stuff: Most things are stupid and thick-headed, which makes all those INT and PER Saves harder to make.

Bad Stuff: Most Enchantment isn’t truly “real,” at least until higher Orders. And some things with high INTs and PERs will laugh in your face once they make their easy Saves.

1ST ORDER

Charm: By simple gaze, smile, or whisper, the caster can cause a single non-Monster humanoid victim to view him in an entirely favorable light, as if they were dear old friends. This newfound “friendship” will last until the caster makes some drastic goof (like cracking religious jokes to a faithful Priest), until the caster tries to convince the victim to violate any of his Codes, or until 1 hour has passed. **Save:** vs. INT to ignore.

Conjure Animal: The caster may, with a successful DEX Save, conjure any single small “normal” animal from nothingness. Failure to make the Save will result in a “faulty” conjuration, and the Creator can have some fun at the character’s expense. The conjured animal will “last” for one Combat Round per level of the caster, then will “pop” away unto nothingness.

Day Glow: This causes a soft warm aura of light to surround the caster, effectively turning night into day. Optionally, this spell can be cast upon any single object. **AOE:** 1 foot radius per level. **Duration:** 1 minute per level.

Gift O’ Gab: This most unlikely charm empowers the caster with the ability to communicate with any sentient creature in that creature’s own tongue. With the exception of telepathic or silent languages, the caster can gab away like a native for the duration of the spell. Only one form of communication is possible per casting of this charm. **Duration:** 1 hour.

Hypnotize: Any single victim who fails his INT Save once the caster looks into his eyes, and casts this spell, will be hypnotized. For the duration of the hypnosis, the helpless victim may reveal one “secret” per minute of interrogation. Additionally, while in this extremely suggestible state, the victim will get no Save vs. any other “charm” or “influence” type spells cast on him during this time. **Duration:** 1 minute per level.

Magick Flame: This simple conjuration causes the caster’s finger to alight with a tiny, lighter-sized flame. While this causes no damage to the caster, the Magick Flame may be used to light any combustible object touched by the caster, or to torment any helpless victims the caster wishes to torment with his lighter-sized flame (does one Hit Point of damage per Combat Round). **Duration:** 1 Combat Round per level.

Mimicry: Empowers the caster with the ability to reproduce sounds as per the skill “Mimic.” There is no Save to “counter” the effects of this spell—just a healthy dose of common sense. **Duration:** 1 minute per level.

Night Shine: This causes a chilly aura of darkness to descend upon the caster, effectively turning day into night. Optionally, this spell can be cast upon any single object. **AOE:** 1 foot radius per level. **Duration:** 1 minute per level.

Remove Alarm: This is the counterspell to the Magick Alarm. It will remove any single Magick Alarm without triggering it.

Shadow Dart: The Shadow Dart, the basic offensive spell of Enchantment, strikes for 1st Order AOE and damage, and may be Boosted.

Sleep: Any single victim who fails his INT Save will fall into a deep, although quite natural, slumber state. The victim will sleep his full natural sleep cycle unless prematurely awakened by too much noise, or by being attacked. **Save:** vs. INT to ignore.

Ventriloquism: Empowers the caster with the ability to “throw his voice” as per the skill of the same name. Saves are as per the spell “Mimicry.” **Duration:** 1 minute per level.

2ND ORDER

Dim: This spell grants the caster a “shadowy” aura which grants him an extra +1 per level to all “hiding” and “concealment” type Skill Rolls. This spell will instantly vanish under conditions of bright light. **Duration:** 1 minute per level.

Fool’s Magick: This empowers the caster to create a “false dweomer” upon any single non-magickal item. When “read” by Magick Sense or a spell which duplicates it, the dweomer will appear as the caster has pre-determined it: “good,” “bad,” “powerful,” “weak,” etc., or any logical combination thereof. This minor deception will be defeated by any of the “identify” spells, which will see through the thin veneer of false magick upon the

Spells, Enchantment

item. This spell only remains in effect for a brief time. **Duration:** 1 hour per level.

Ghostly Form: The Ghostly Form will cause the caster to assume a semi-real, transparent *appearance* which will make the caster much more difficult to hit in combat. For each level of the caster, his DV will increase by +1 for the duration of the spell. Creatures who can see magicks will be immune to this combat-baffling effect, as the caster will appear quite real, and quite illuminated, to their magick-sensing perceptions. **Duration:** 1 Combat Round per level.

Magick Alarm: The Magick Alarm may be cast upon any single object or item, and set to “trigger” once a certain simple condition has been met. Common triggering conditions include “when opened,” “when touched,” and “when removed from its resting place.” The Magick Alarm will blare a loud, obnoxious siren-like noise that even a hearing-impaired wombat could hear for one Combat Round per level of the caster once the triggering condition has been met. Up to seven Magick Alarms may be cast on any single item. **Duration:** Until triggered or magickally dispelled.

Magick Lock: The Magick Lock will secure any single item from a tiny tinderbox to a mighty steel-bound door with a dweomer that can resist Strengths of “15” and lower, and any and all “normal” attempts at lockpicking. **Duration:** Until dispelled or forced open.

Magick Lockpick: This is the counterspell to the Magick Lock. It may be employed to open any Magick Lock, as well as to boost any single lockpicking attempt by +1 per level of the caster.

Vertigo: This will cause any single victim to suffer from a massive, dizzying visual hallucination which will leave him temporarily incapacitated as if suffering from a “Devastating Critical Hit.” **Duration:** 1 Combat Round per level. **Save:** vs. PER to ignore.

3RD ORDER

Babble Of Voices: This will create a nerve-racking babble of nonsense-spouting phantom voices which may or may not cause any spellcasters who have to cast their spells verbally some consternation. For the duration of this, any spellcaster within the AOE of this spell must Save vs. INT to cast any spells with verbal components, or he will most certainly “Fumble” his spell. **Duration:** 1 Combat Round per level.

Fireworks & Fanfare: For the spellcaster who wants to make his presence known, the Fireworks & Fanfare charm will “announce” his arrival with columns of crackling, sizzling illusory sparkler-lights, and a rousing, booming peal of either thunder or song (the caster’s choice). The song, of course, must be one known by the caster. **Duration:** 1 long, pompous Phase per level.

Fool’s Fire: This spell, while not entirely real, may cause some “real” damage to those of weaker INTs who believe that it is real. Once cast, the victims are allowed a Save vs. INT to “realize” whether the fire is real or not. Those who succeed will take no damage at all, while those who fail will be convinced that they have just been hit by a sheet of very real, very burning fire. While it is only an illusion, however, those victims who are reduced to negative Hit Points by this spell will die—for real. Damage and AOE are as per 3rd Order spells. **Save:** vs. INT at -1 per level of caster to ignore; otherwise, it’s “real,” and all normal effects apply.

Fool’s Image: This allows the caster to conjure the illusion of any single object or item that he has seen before. The Conjured Image must cover no more space than the AOE of this spell. Conjured Images, though fairly convincing replicas, cannot move and serve no intrinsic purpose. In fact, they will instantly vanish once touched. **Duration:** Permanent, or until touched. **Save:** vs. INT to determine if real (or simply touch it).

Mirror, Mirror: This causes up to one image per level of the caster to suddenly appear around him and mimic his every gesture and move. The images are identical to the caster in every way, and are difficult to perceive as false mirror-images of the caster’s true form. Victims are allowed a PER Save at the beginning of their Action Phase to attempt to discern the caster from his images. This Save, however, is at a -1 for each image present at the time. Images may be dispelled by hitting them, or by subjecting the area around the caster to a damage-inflicting spell, which will disrupt the images, making them faulty in appearance and discernible to all but the slowest sentients. **Duration:** 1 Combat Round per level.

Vanish: This empowers the caster to cause any small object within arm’s reach to suddenly vanish from sight (only to reappear within the caster’s own sleeve, or backpack, or whatever else is on his person that can actually hold the item). Only one item, or one group of items small enough for the caster to hold in the palm of his hand, may be vanished. This requires but one Phase to cast.

Wacky Water: Like “Fool’s Fire,” this is nothing more than a simple conjuration. However, those who fail their Save vs. INT will be convinced that they have just been doused for damage, and may very well die. Effects and Saves are as per “Fool’s Fire.”

4TH ORDER

Animation: This spell allows the caster to magickally animate and remotely control any single inanimate object or item. Up to 10 lbs. per level of ability may be caused to animate. Actions may range from simple dancing and cavorting about to actual physical restraint or combat. For combat purposes, the animated item will attack as if it were the caster, but its STR Base Damage will be calculated as if the WILL of the caster were its STR. To maintain the animation, the caster must have total concentration. Any break in this concentration (attacking, casting another spell, or moving

at more than one-half CMR) will result in the instant cessation of this spell. **Duration:** 1 Combat Round per level.

Disguise: This spell empowers the caster to assume the outward appearance of any person or humanoid (but not “monster”) whom he has personally seen before. Apparent skin color, height, weight, and race can be changed by this spell. The limits of Disguise are ± 1 Inch per level, and ± 10 lbs. per level. Only magickal “detection” spells or actual physical touch will reveal (but not dispel) the presence of the Disguise. **Duration:** 1 hour per level.

Disruption, Minor: This relatively minor charm will set up destructive imbalances in the fragile magicks of low-Order enchantments, causing them to disrupt piece by piece and eventually completely unravel. At the end of each Combat Round, there is a 10% cumulative chance (rolled by the Creator) that this charm will cause some telling damage to any illusion in progress. Once this occurs, all those who are suffering from the effects of the illusion will be allowed an additional Save (vs. the spell in progress) to throw off the effects and return to normal. Fortunately, this charm will work vs. all “illusions” of the 7th Order and below. **Duration:** 10 Combat Rounds.

Howling Dust Storm: This awesome looking yet not quite entirely real phenomenon can be conjured by the caster to obscure sight, light, and sound. The Dust Storm will deny sight beyond a single hex. It will transform apparent day into near-night, and night into Stygian blackness. Its howling winds will mask sound such that normal conversation is impossible. In effect, the PER Saves of all creatures within the Dust Cloud suffer a hefty -1 per level of the caster for the duration. There is, of course, a Save to totally ignore all of these deleterious effects (those who succeed will see some dust flying around, and that’s about it; those who fail will be convinced that they’re in the great-grandmother of dust storms). **Duration:** 1 minute per level. **Save:** vs. INT to ignore.

Ill Wind Rising: This allows the caster to conjure forth a large whirling tornadic vortex of wind, which can dispel gasses, dusts, fog, and smoke, and can effectively ground all flying creatures who fail their INT Saves within its AOE. Those who fail this Save will be convinced that there is no way possible for them to pass through the AOE; those who succeed will comprehend the true nature of the loud, rowdy, whooshing but not-quite-really-so-bad Ill Wind, and will be able to negotiate it with little problem. The Ill Wind is immobile. **Duration:** 1 minute per level.

Shadow Dance: This allows the caster to partially enter, for a brief moment, the strange Shadow World, and move at 10X his CMR on his next Action Phase. Unlike other superior versions of the “Shadow” magicks, however, this minor version does not allow any passage through material objects in the “real world.” Also, there must be some small sliver of shadow for the caster to enter into and exit from the Shadow World. Failure to satisfy this last requirement will result in the caster’s being stranded in the Shadow World (at least until he can cast the spell again and exit—

if he lives that long). This spell requires but one Action Phase to cast.

5TH ORDER

Conjure Creature: This allows the caster to conjure forth the illusory form of any creature that he has ever before seen personally. The creature conjured will be capable of everything that a real creature of that type would, and it will do the exact bidding of the caster (“attack them,” “defend me,” etc.). The only limitation to this otherwise handy charm is that it’s not quite real. In fact, those who make a Save vs. INT will know it isn’t quite real (though it may indeed appear to be), and no harm can be done to them by the conjuration. For those who fail this important Save, however, the creature will be quite real (to them, at least), as will its damage. Only one Save is allowed (when the creature first appears), and if it failed, then the victim cannot be convinced of its surreality save by magick. There’s no limit to the size or ferocity of the conjured creature, except that the caster has to have seen it before to reproduce it. **Duration:** 1 Combat Round per level.

Magick Mirror: Through use of any silver-gilt mirror, the caster may remotely view, or scry, any designated object, item, creature, or person. The limitations are that the designated targets must be on the same plane of reality as the mirror, that cloaking Master Spells will completely baffle and block the viewing (leaving a disturbing greyish wake behind on the mirror’s face), and that no immortal or artifact may be viewed. The size of the mirror does not matter, but it’s always easier on one’s eyes to have a large scryer at your disposal. **Duration:** 1 minute of scrying per level of the caster per casting.

Mirage: This devious charm allows the caster to create any panorama from village skylines to tree-choked hillsides, even to a field littered with formation after formation of troops and siege engines. The Mirage can be “programmed” to sway with the wind, interact with the environment (appear rainy, foggy, hot, or snowy when applicable), and even to make noises and sounds appropriate to the illusion. The Mirage, as real as it may appear, can be seen for what it is by anyone with Magick Sense. A Save vs. INT will allow even the most dense to know it for what it is. **AOE:** 5th Order.

Razzle Dazzle: This allows the caster to project a scintillating array of bright, flashing, blinding polychromatic lights. All creatures within the AOE who fail their Save vs. SPD will be blinded permanently by this sizzling spell, while those who make their Save will be blinded for but one Combat Round per level of the caster, and will be subject to the CV minuses associated with blindness (see the “Combat” section for more info). Any creature or person employing Magick Sense or a similar spell or spell-effect while in the AOE of this spell will receive no Save. Those creatures who have no visual capabilities will of course be immune to the effects of this spell. **Duration:** 1 Phase for spell, permanent, or 1 Combat Round per level of the caster for effects.

Shadow Shift: By briefly entering into and skipping along the boundaries of the mysterious Shadow World, the caster can move at 10X his CMR for a single Combat Round. Unlike other superior versions of the "Shadow" magicks, however, this version does not allow any passage through material objects in the "real world." There must be some small sliver of shadow for the caster to enter into and exit from the Shadow World. Failure to exit from the Shadow World may prove disastrous, unless the caster can cast this spell multiple times, and thus "re-enter" the real world. **Duration:** 1 Combat Round.

6TH ORDER

Charm Monster: This enables the caster to charm any single Monster (with Kill Factors, and not merely levels). If it fails, ~~its~~ Save, the creature is under the *complete* control of the caster for one hour. Language is no barrier. The caster may charm no more Kill Factors of creatures at one time than he has levels. **Save:** vs. INT to ignore.

Mr. Scary: This horrifying charm allows the caster to inflict any single victim with total, mind-numbing terror by mere gaze. If the victim has any latent Fear (as in a Karmic Manifestation), then he will receive no Save to counter this charm, and he will become totally, permanently catatonic with Fear. Should the victim be free of such manifestations, or under the influence of some magick that removes or counters the influence of fear, then he is allowed a Save vs. INT to resist this charm. ~~This takes but one~~ Action Phase to cast.

Projection: By means of direct visual contact, the caster can project a startlingly realistic image of himself which can cast spells, talk, move around, and do nearly ~~everything~~ the caster himself can do except physically attack or defend. The limitation is that the caster absolutely must have and maintain at all times visual contact with his image. Anything, physical or magickal, that blocks his view of the Projection will cause the immediate cessation of this charm. Touching or physically attacking the Projection will not harm it, nor will they cause it to disappear. The caster must pay for all spells cast through the Projection. **Duration:** 1 Combat Round per level.

Shadow Form: Superior to the "Ghostly Form," the Shadow Form is quite real, actually materializing a portion of the Shadow World about the caster, and allowing him a temporary state of dual-existence in both the Shadow World and the "real world." This adds a bonus +1 DV to the caster per each level, and even *magick-sensing* creatures or spellcasters with "magick sight" will not be able to counter this protection. Wherever shadow exists, so can the caster pass, even through material objects in the "real world." The caster may interact with the "real world" as normal. Unfortunately, he must have a small sliver of shadow available in the "real world" in order to interact with it, and to exit into once the spell expires. **Duration:** 1 minute per level.

Tricky Trap, Minor: This potentially nefarious charm allows the caster to store any single spell of Enchantment of up to 5th Order within any object or item. The limitation is that the object or item must be something that can be "opened" so that the Tricky Trap can be triggered. Bags, chests, boxes, and even doors are but a few examples. The caster casts this spell to "lay the trap," then he casts the spell he intends to store within the object. **Duration:** Until triggered.

7TH ORDER

Disruption, Major: Like its little brother, "Disruption, Minor," this charm precipitates the destruction of ongoing illusions and enchantments by unraveling them piece by piece. Unlike its sibling, however, this charm does it a lot quicker for 7th Order and lower spells (a 100% chance at the end of the first Combat Round), and fairly quickly for the Master Spells (a 25% cumulative chance at the end of the Combat Round). **Duration:** 4 Combat Rounds.

Invisibility: This allows the caster to become truly invisible. The only way to visually detect the caster in this state is to do so by inference (spotting his footprints in soft ground, watching for any spell directed forth from him, etc.). There is no discernible "blur" about his form, and Magick Sense or similar spells will *not* reveal his presence (but Combat Sense has a chance). The caster can cast spells and attack normally without fear of fouling this charm. **Duration:** 1 minute per level.

Tricky Trap, Major: Like its lower-Order companion, this allows the caster to lay a trap upon an object or item with a single spell of up to 6th Order. **Duration:** Until triggered.

Shadow Portal: The Shadow Portal allows the caster and up to one extra person per level to transport via the Shadow World to any place on the planet that he has seen before, or can see by means of scrying. Due to the greater power of this spell, the travel is extremely rapid in objective terms (about 100X the caster's CMR), yet appears to those so transporting to be nearly instantaneous. There must be some small sliver of shadow at both the origination and destination, or else the caster may find himself stranded in Shadow.

Stasis: This shimmering field of hypnotic lights allows the caster to cause any single victim to lapse into a permanently paralyzed state of stasis. The victim is totally helpless and virtually comatose while under this charm. **Save:** vs. INT to ignore.

8TH ORDER

Eyes Of A Stranger: Through means of this enchantment, the caster can scry remotely through the “eyes” of any single victim. This clandestine scrying will enable the caster to see things as does the victim. The caster cannot force the victim to move about or do anything against his will—only scry through his eyes passively, like some eldritch voyeur. The victim will be aware of the intrusion into his psyche only if his PER is equal to or higher than the caster’s INT. If the victim becomes aware, then a successful WILL Save by the victim will sever the connection. The victim does not have to be personally known by the caster—a simple “name” and “location” will do just fine. The victim must be on the same plane as the caster. **Duration:** 1 minute per level.

Mass Charm: This empowers the caster with the ability to charm (as per the 1st Order spell) any and all within the AOE who hear his voice or meet his eyes. A Save vs. INT is necessary to break the grasp of this insidious charm. Those who fail this Save will become the willing thralls of the caster, and will serve his cause to the point of death, provided that it does not violate their Code. The victims must, of course, be able to comprehend the caster for this charm to take effect. **Duration:** Until Code is violated, or 24 hours have elapsed.

Shadow Armor: This allows the caster to summon forth a protective “armor” of Shadow which will totally ward him versus all physical damage, unless he is attacked by a creature of Shadow, by someone in Shadow, by magick, or by any artifact-level weapon. **Duration:** 1 Combat Round per level.

9TH ORDER

Simulacrum: This empowers the caster to create a temporary, near-exact duplicate of himself. The simulacrum will operate as per the command parameters (which can become quite complex) given it by the caster during its creation. It will be able to physically attack and defend as per the caster (with the same CVs and Hit Points, etc.), yet will be limited to a small pool of magick power, which is donated by the caster at the time of its creation. Up to 1 spell per level of the caster may be stored within the simulacrum, and these may either be “set to trigger” at a certain time or condition by the caster or they may be independently employed at the simulacrum’s behest. Despite their original casting time, all spells stored within a simulacrum will be cast in but 1 Action Phase (like a “triggered” magick item that stores spells).

No matter the number of spells stored within the simulacrum, no more than 1000 points of power may be stored. The caster must, of course, pay for these stored spells, if any, at the time of the simulacrum’s creation. Creation of the simulacrum requires 1 minute per level of the caster, 1 drop of the caster’s blood, as well as any additional time required to cast the spells to be stored within it. The simulacrum will last until the duration has passed, unless the caster states otherwise (and this “retirement” must be set at creation time). When it expires, the simulacrum will dissolve in a

slow flash of light and rainbow colors. **Duration:** 1 day per level, or until “retired” by caster.

Veil Of Sominus: This allows the caster to conjure forth a major-sized “Mirage” that, for most intents and purposes, is quite real. The contents of the veil may be programmed by the caster as he casts the spell (as per the “Mirage”). This programming will allow the caster to create virtually real environments, with “real” inhabitants who will pursue their “assigned” activities at whatever time the caster sees fit. These “virtual beings” will not be able to inflict any real damage, but they may appear to change their virtual environment through their actions. The actual components of the veil are not truly “real,” and as such they are no cause for alarm to the initiated, even though they may appear quite real and their actions quite convincing.

The caster may add *additional* enchantments of up to 7th Order, such as conjured creatures (which *can* cause “real” damage to those who fail their Saves; refer to the specific spells for the appropriate Saves), to the veil during an “open period” at the end of the casting. This “open period” will last for one Combat Round per level of the caster, and any spells he wishes to place into the program of the veil during this time will be “boosted” such that they will last for the duration of the veil. These additional enchantments will cost the caster the full, normal amount of points to cast, of course. Also, these additional enchantments must be placed within the program of the veil within the “open period.” **Duration:** 1 hour per level.

10TH ORDER

Fafhrd’s Fog: This calls forth an immensely potent volume of glittering, crackling silver fog that has the power to make enchantments permanent, and illusions quite real. The fog can transform all enchantments of 9th Order and below into permanency, and all illusions, illusory and conjured creatures and landscapes, into reality. To summon forth the fog, the caster must begin casting this spell beneath the light of the rising moons during Thrice Jack’s Night (which occurs the last night of the month of Harvestfest). Thus, this spell will begin approximately as night falls, and will continue until midnight. Anything he wishes to be made permanent or real must already be conjured or produced prior to the start of the casting. Once casting begins the fog will envelop it and begin to make it real. AOE is up to 10th Order maximum. The caster must be uninterrupted during this tedious process, or else the fog will depart and his enchantments will unravel. The Major Disruption will destroy the effects of this spell—it’s not primal, after all...

Creator’s Note: *This is extremely handy for setting up an Enchanter’s secret hideaway. The effects of the “permanitized” illusions are left to the Creator’s discretion, though we suggest a single “charge” per 24 hour period with most of the “one-shot” type illusions.*

MYSTICISM

The realm of Mysticism concerns itself with the inner harnessing and focusing of Ki, or mystical power. Unless otherwise stated, spells of Mysticism have no visible manifestation.

Saves Vs. Mysticism: Most Saves involve WILL. There is a Power Save vs. all “damage” spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? No problem, though most prefer to wear nothing too encumbering, as Mysticism sometimes demands some heavy bodily contortions and bizarre physical poses.

Good Stuff: Most things don’t have high WILLs. Shiril is great, because it augments spells. Mystics can directly affect the mind and the soul.

Bad Stuff: Things with no brains, or with brains bigger than yours. The Kalamari, too (see “Creeping Death”).

1ST ORDER

Healing Trance: This allows the caster to focus his Ki upon his own physical form to heal it of damage. For every minute spent in the trance, the caster will heal one Hit Point of damage. During this time, the caster is in a state of complete concentration, and may not be disturbed, or the spell will immediately cease. **Duration:** 1 minute per level.

Ki Bolt: By means of focusing his Ki, the caster may summon forth and project a concentrated blast of his own Ki energy at any single target. As it is pure psychic energy, the Ki Bolt is invisible to normal sight, but not to magickal detection. This does damage as per a 1st Order spell, and may be Boosted.

Locate Object: This minor divination will reveal the exact location of any single non-magickally protected, non-cloaked item within a radius of 10 foot per level of the caster. The caster must have some working knowledge of the item sought (like “Where is Fred’s ring of regeneration?”), and cannot indulge in generalities (like “Where is the ring?”), or the spell will be ineffective. While this spell will reveal the location of the item, it will not in any way empower the caster to automatically seize the item, should it be within, say, a locked chest or something similar.

Mind & Body One: This relatively simple spell empowers the caster to suppress his own body’s hunger and thirst for up to one day per level of ability. At the end of this time, however, the caster must replenish his body normally, or else he will suffer damage equivalent to one Hit Point per day he spent denying himself. **Duration:** Up to 1 day per level.

Psychometry: By mere touch, the caster can pick up on and define the mystical vibrations associated with the aura of any single item, person, place, or thing. Qualities such as “good,” “neutral,” or “evil” may be accurately divined, as well as the relative magick power of the object. Psychometry takes a full Combat Round of uninterrupted reading to perform.

Note: While this seems to duplicate the *Magick Sense Special Power*, it in fact is superior, and is capable of piercing all but the most powerful “cloaking” magicks.

Read Aura: This empowers the caster to sense the general intent (“hostile,” “peaceful,” or “ambivalent”) and general physical health (“healthy” or “diseased”) of any single creature or person. With a successful Save vs. PER, the caster can also divine whether the creature or person is suffering from a curse, or is under the influence or control of another. Targets who are protected by any type of cloaking magick will be immune to this spell. This spell takes a mere 1 Action Phase to cast and divine.

Suggestion: This subtle spell allows the caster to influence the thoughts of those of lesser will by voice alone. The Suggestion must focus upon a single quick course of action, and it may not be stated such that it places the victim in direct threat of loss of life. Victims will seek to carry out the suggestion immediately. **Save:** vs. WILL to resist.

2ND ORDER

Levitate: This empowers the caster with the ability to defy gravity and slowly rise horizontally or move vertically through the air. Simple Levitation has an CMR of 1. The caster may, however, cast other spells while levitating. **Duration:** 1 minute per level.

Mental Mask: This will block all 1st, 2nd, and 3rd Order Mysticism spells that seek to control, scan, or influence the mind. It will not, however, protect the caster from any spell which causes damage or reduces attributes. **Duration:** 1 minute per level.

Spirit Sight: This empowers the caster with the ability of “Spirit Sight,” which allows him to perceive all Astral presences, spiritual, and psychical manifestations within a one foot per level radius. **Duration:** 1 minute per level.

Surface Scan: This allows the caster to pick up on and read the surface thoughts of any single sentient. Language is a barrier, and the caster must know the language of the creature to comprehend more than just the basic intents of its thoughts. No deeply hidden thoughts will be revealed, and any attempt by a skilled target to hide his thoughts will baffle this spell. Practitioners of Mysticism will always be aware of this intrusive spell once it is cast. **Duration:** 1 Combat Round for a proper read, 1 Action Phase for a word or two. **Save:** vs. WILL to block (only if aware of the attempt).

Track The Soul: Through a superior form of Psychometry, the caster may “read” the aura of a person from any object or item

that the person formerly touched, used, or possessed, and may use this to get a general impression of the person's current location, distance, and state of health. The caster must hold the person's possession and read it for at least one Combat Round. Next, the caster must make a successful PER Save to read the possession properly. While this spell may be cast multiple times (and used to triangulate the target's position), it cannot be used to read someone who is cloaked or protected in any way by Mysticism.

Warning, Minor: This allows the caster to place a mystic alarm upon any single non-living object or item. The Warning, once triggered by touch, will issue a silent mystical alarm to the caster, alerting him that the item has been touched. This will reach the caster at any point on the same plane. **Duration:** Until triggered.

3RD ORDER

Auric Alteration: This empowers the caster with the ability to transform his apparent aura into any quality he wishes. By mere concentration, an "evil," "hostile" caster can appear to radiate a convincing "good," "friendly" aura. This effect may be "placed over" any existing mystic protections with no problem, making it potentially devastating in the right (or wrong) hands. **Duration:** 1 hour per level.

Clairvoyance: This allows the caster to send his mind's eye to any locale familiar to him and to scope it out as if he were personally there. The locale must be on the same planet as the caster, and it must not be warded or protected by magicks for this spell to be effective. While the caster will not actually be there, a part of his psyche will be, and creatures who are sensitive to this may detect its presence. **Duration:** 1 Combat Round per level.

Mind Flay: This psychic attack directly assaults a single target's WILL with a shredding, frantic fervor. A successful Save vs. WILL will defeat this attack, but a failure will result in the loss of one point of WILL per level of the caster. Victims reduced to a "0" WILL Attribute score will be totally unable to act on their own volition, and will do anything—anything!—asked of them by anyone! Fortunately, the effects of this spell are temporary, and the WILL heals back at a rate of one point per day. **Save:** vs. WILL to resist.

Mind Over Body: This empowers the caster to temporarily boost any one of his Physical Attributes (the first four of them, that is) to his racial GenMax, or by one point if at max or higher already. This spell may be cast multiple times to affect multiple attributes, if desired. It may not raise any attribute that is already over the GenMax by more than one point, however. **Duration:** 1 Combat Round per level.

Restore Sanity: This will completely yet temporarily heal the sanity of any single insane or imbalanced sentient suffering from a Karmic Manifestation. This requires direct physical contact with the victim for one full Combat Round. **Duration:** 1 hour per level of caster.

Sixth Sense: This provides the caster with a temporary "sixth sense" which operates as does the Special Power "Sixth Sense."
Duration: 1 Combat Round per level.

Telekinesis: This empowers the caster with the ability to manipulate objects remotely through an extension of his own Ki. Up to 10 lbs. per level may be manipulated by the caster. The CMR of the manipulated items is considered to be a function of the caster's WILL, or one point of CMR per point of WILL. Items manipulated to attack a target will strike as does the caster, and will do STR Base Damage equivalent to the caster's WILL Attribute score. **Duration:** 1 Combat Round per level.

4TH ORDER

Dragon Skin: This grants the caster a temporary AP equal to his level. This may be used in conjunction with other forms of Armor Protection, including other magickal ones. **Duration:** 1 Combat Round per level.

Long Breath: This will produce a state of being within the caster that is nearly indistinguishable from true death. Before casting this spell, the caster must set the time at which he will awaken from his near-death trance. Until that time comes to pass, he will be as if dead, and unable to do anything more than most folks in that condition. **Duration:** From 1 Combat Round to 1 hour per level.

Precognition: This empowers the caster with a "vision" of any single event to come within the next 24 hours. While the vision will indeed be truthful, it may be obscured and somewhat "hazy," especially if something big is happening. As always, the future, or what is seen as the future, is fluid, and may possibly come to pass in a significantly different way than what is foreseen. **Duration:** The vision lasts for 1 Combat Round.

Psychometric Vision: This empowers the caster to sense the past events which have transpired within the AOE. Impressions will generally be vague if the history of the locale is not too impressive, while strong events, such as war, violent death, and the like will leave an almost photographic impression upon the locale which the caster will be able to sense with startling clarity. While time is not a true factor in this, even some strong impressions will tend to fade with time. This spell requires one Combat Round of concentration upon the locale to sift back through any single major event, so multiple castings may be required in some circumstances. **Duration:** 1 Combat Round per level.

Shining: This empowers the caster to mentally communicate with any other sentient within the AOE. Language is a barrier to communication, so it helps if the two can communicate in a common tongue. Although normal constructions *cannot* interfere with this spell, the Shining cannot function through mystically protected constructions or barriers warded versus mystic communication. **Duration:** 1 minute per level.

Warning, Major: Like its 2nd Order companion, this allows the caster to place a silent mystic alarm which will contact him should it be violated. This spell, however, will cover the entire AOE of a 4th Order spell, and may be placed upon a large area, such as a building or stronghold. **Duration:** Until triggered.

5TH ORDER

Deep Scan: Like the 2nd Order "Surface Scan," this empowers the caster to read the thoughts of any single sentient. The Deep Scan will read even hidden and subconscious thoughts, and cannot be blocked by the uninitiated (those who cannot erect a sufficient mystic barrier to negate this intrusive spell). Language, of course, is still somewhat of a barrier. Although the caster can pick up on most of the concrete ideas (which will appear as "blocks," or "images," or real objects, persons, or things), the specifics will be lost if he is not familiar with the target's native language. **Duration:** 1 Combat Round for a complete scan, 1 Phase for a sentence or two.

Domination: This empowers the caster to overwhelm the normal mental defenses of a single sentient creature and bend its will to his own. Any single sentient targeted must Save vs. WILL at -1 per level of the caster or immediately lose all conscious resistance to the caster's suggestions. Failure ensures that the victim will willingly do the silent (or vocal, if preferred) mystic bidding of the caster, even to the point of violating his Code. The caster must be within the AOE of the spell to give his orders to the victim, or he may simply make a time-delayed suggestion while in his presence and then depart. While under the yoke of this spell, the victim will receive no Saves vs. any other spells cast by the caster. He simply has no will to resist the caster anymore. This spell may be removed by the caster at any time. **Duration:** 1 day per level.

Hemispheres: This empowers the caster with the ability to split his own psyche into two distinct compartments, which will allow him to cast any two spells of Mysticism simultaneously, as well as receive two Saves per attempt to resist the effects of all mind-influencing magicks. The limitation is that the caster must pay 2X the normal Power Point cost for each spell cast while under the influence of this spell. **Duration:** 1 Combat Round per level.

Psychic Assault: Like the 3rd Order spell "Mind Flay," this will reduce a single victim's WILL Attribute by one point per level of the caster. Unlike the 3rd Order spell, however, once the victim's WILL drops below "0," the Psychic Assault will forcefully cause the victim's brain to explode, showering all within a one foot radius per level of the caster with brain matter. (For game purposes, the victim's Hit Points will be considered to be at a negative number equal to his CON. It's only the cerebral cortex that fries; the majority of the rest of the brain just suffers trauma and oozes down what's left of the victim's face.) **Save:** vs. WILL to resist.

Psychic Shield: This will protect the caster from the effects of all 5th Order mystic attack spells and below. Additionally, it will render the caster totally immune to all other forms of magical "mind control" and "mental influence" spells of the 7th Order and below. **Duration:** 1 minute per level.

6TH ORDER

Astral Projection: This empowers the caster to project his essence, or soul, unto the Astral Plane. While the caster's physical form will remain behind, his soul may freely travel upon the Astral Plane, which overlaps the physical plane. While in his astral form, the caster will be able to view the real world as if he were truly there, but he will not be able to physically interact with it (so material barriers in the real world won't bother him at all). He may cast spells as normal, though these spells will only be able to affect those upon the Astral Plane.

The caster may maintain his astral form for up to one hour per level. During this time, he may travel freely throughout the Astral Plane at speeds that would boggle the earthbound (see the "Cosmology" section for more info). The caster may instantaneously rejoin his physical form at any time. If his physical form is harmed, however, his astral form will immediately rejoin it, and a WILL Save will be necessary for the caster not to be "stunned" by this sudden, traumatic return. Failure to make this Save will result in the caster's suffering the effects of a "Devastating Crit" for one Combat Round.

Dematerialize: This empowers the caster to dematerialize, or disintegrate, any simple non-magical, non-living object, item, or device. The caster may dematerialize up to one pound of mass per level, per casting. **Duration:** Permanent. **Save:** None.

Materialize: This empowers the caster to materialize, or conjure from nothingness, any simple non-magical, non-living object, item, or device with which he is familiar. The caster may materialize up to one pound of mass per level, per casting. **Duration:** Permanent.

Mindlink: This empowers the caster to establish and maintain a group telepathic link between himself and up to one additional sentient per level. Communication may thus be carried out clandestinely, and maintained even in conditions of total silence. Those included in the Mindlink cannot have active mental protections of Master Spell status, as these protections will foul the spell, reducing the communication to garbled static. The Mindlink, as efficient as it is, cannot be maintained for those who stray beyond its AOE or wander into warded areas (they "fade out" from the rest of those linked), or if the caster (who maintains the link) becomes unconscious or dies. Telepathically "aware" sentients will be able to "hear" the Mindlink if close enough to actually "hear" the voices of those who are doing the "talking." (So telepathic "whispering," while seemingly absurd, may be called for at times.) **Duration:** 1 minute per level.

Soul Sight: This empowers the caster to view the soul of any entity or entities within sight. With it, he may determine the relative "level" of the being to within 1-4 places of true; divine its relative "Power Pool" (both current and maximum) to within 1-10 points of true; know completely its specific morals, ethics, fears, and hatreds; and, finally, to correctly qualify the presence of any magicks acting upon the being's psyche. One being may be scanned per Combat Round. Only those who are protected by Master Spells which specifically ward the soul will defy this piercing divination. **Duration:** 1 Combat Round per level.

7TH ORDER

Mandalan Focus: By concentrating upon the mysteries of the Eightfold Path and opening his own psyche to the infinite, the caster may accurately divine the answer to any single question concerning anyone or anything. This spell empowers the caster to levitate (usually above an image of the Eightfold Path or some similar suitable meditation focus, like a mandalan rug, or its like) for its duration, during which he must concentrate totally upon the question and nothing else. The concentration of the caster while he seeks his cosmic guidance actually causes his hair and extremities to crackle with faint flashes of psychic energies. At the end of an uninterrupted period of time equal to 24 hours - 1 hour per level, the caster will receive the answer to the question posed. This answer will be only as complex as is necessary, yet it will be enough for the skilled mystic to act decisively upon. The divining effects of this spell will pierce all but the most potent mystical and magickal defenses, such as primal defenses or those which cost 10,000 Power Points, though even those may be touched upon by a skilled questioner.

Mass Psychic Assault: Up to one victim per level of the caster may be affected as per the 5th Order spell, "Psychic Assault." **Save:** vs. WILL to resist.

Mindtouch: This potent, personal form of telepathic communication empowers the caster to reach out and touch the mind of any single sentient, through all but Master Magick defenses. The Mindtouch's effective range is planetary, but in no way is it capable of piercing the planes. Communication is possible as if the caster and target were engaging in normal speech, and language is no longer a barrier. Curiously, a Mindtouch between those who share bloodlines cannot be stopped by even the most potent defenses, though such will produce extreme mental "static" and ensure such contact is brief, at best. **Duration:** 1 minute per level.

Mystic Summons: This allows the caster to summon forth any single item to his hand from within his own "psychic storage area." This storage area corresponds to the caster's own "Power Foci," or the seven little "chakras" of his mortal soul (or nine of his immortal soul). Each one of these seven areas may store any one item which the caster can comfortably carry about with one hand (like a dagger, a handbow, a blaster, or whatever). Violation of this will result in the immediate summons of all items stored within the seven areas, and this may cause the caster no small amount of embarrassment.

The item must be "named" by the caster at the time of the summons (when it's placed within). This "storage" requires a casting of the spell for *each* item placed within. Retrieval of each item requires only the *thought* of the "name" of the item to be retrieved, and this acts as does a Zen Quickdraw (with no additional expenditure of power; the "storage" took care of that). Handy for those "surprise" conditions, as this spell is totally silent. **Duration:** Until summoned.

Telekinetic Flight: This empowers the caster to defy gravity through sheer force of will. The caster will be able to fly at tremendous velocities. In this case, he will be able to travel at his WILL Attribute X his CMR. **Duration:** 1 hour per level.

8TH ORDER

MindCrime: This spell enables the caster to subvert the will of any single victim, even to the point of violating his most precious, most sacred beliefs, including his Code. The caster must target the victim, then roll a successful WILL Save for the subversion to begin. The victim is allowed a WILL Save to resist; however, the victim's Save is modified by the number of points by which the caster made his own Save. Failure by the victim of this potentially unfair Save means that his mind now belongs to the caster, and that the caster now pulls the strings of his quite willing mental puppet. The MindCrime will last until the caster dies, or relinquishes his control by casting the MindCrime again and "freeing" the victim. Unless some more elaborate system is set up by the caster, commands from the MindCrime must be spoken to the victim in order for him to carry them out (in other words, no special "mental link" is established by the MindCrime, though one may be established if the caster wishes).

Mind Knives: This allows the caster to create invisible, totally silent "knives" of pure Ki force. Each Mind Knife is a "solidified" Ki Bolt, and will strike for however many Ki Points the caster can place into it (from 1 to 100, as it's 1st Order). After striking, the Mind Knife will vanish, its energies depleted in the assault. The drawback is that the caster will attack with these psychic stilettos as if he were truly attacking someone; that is, a CV roll is needed to "hit" the target. Alternately, other small weapons may be created instead of knives, such as bolts, arrows, daggers, etc. The caster is, of course, totally proficient with the Mind Knives, no matter their form. Multiple castings are possible. **Duration:** Until employed.

Mystic Fyre: This allows the caster to strike directly at a single victim's own Ki, or Power Point Pool, and attempt to set it mystically ablaze. If the victim fails his Save, then each and every Power Point remaining in his current Power Point Pool will spontaneously combust, consuming him from within at a one Hit Point per Power Point ratio. This horrible soul-combustion will affect only the victim. **Save:** vs. WILL at -1 per level of the caster.

9TH ORDER

Mystic Transport: This empowers the caster to transport himself to any location on the planet with which he is familiar. Due to the extreme potency of this type of transport, only wards or protections with more than 1,000 Power Points invested in them (or, alternately, that cost 1,000 Power Points) will prohibit this mode of transport. The caster may only transport himself, and none other.

Mystic Reconversion: This allows the caster to “recycle” all magickal damage into Ki points, which instantly accrue in his Ki Pool (Power Point Pool). The caster may safely transcend his own normal total of points, though he must “burn” the excess points before the spell expires, or he will then suffer damage at a one Hit Point per Ki Point ratio for each and every excess point, with no possible Save. Although the caster can still take physical damage during this spell, he can take no magickal damage whatsoever during this spell, save by means of Primal Magicks. **Duration:** 1 minute per level.

Soulcrusher: This potent spell seeks to crush the soul, or Power Pool, of any single victim with an immense, overwhelming wave of psychic destruction. The caster first opens a conduit between his own soul and the victim's, then lays every last vestige of power from his Power Point Pool into an all-out, fierce attack upon the victim's. Quite simply, if the caster outmatches the victim point-per-point, then once the victim is reduced to “0” his soul will cease to exist, burnt out and destroyed permanently by the force of the assault. The victim's physical form will fire up and burn to the ground, consumed from within by the effervescing energies of its former soul. If the caster is reduced to “0” by this desperate gambit, then he will suffer the same fate, with no Save. Only similarly potent protective magicks (such as “Soul Sanctuary”), will bar this from transpiring once the caster sets his willpower to it.

Soul Sanctuary: This allows the caster to remove his body and his soul (but nothing and no one else) from the real world, and spirit it away to a place that exists only for him. While within this personal cosmic womb, the caster cannot be harmed, save by Primal Magicks. While within, the caster is free to contemplate whatever he wishes, and engage in any sort of mental research. The caster's physical form will not age during this time, nor will it suffer from the effects of starvation or deprivation. **Duration:** Until consciously dispelled.

10TH ORDER

No Remorse: This most potent spell supercharges the caster's own magicks, setting up a temporary Pact which denies Saves to all victims of lesser WILL than the caster. All magicks cast by the caster while No Remorse is in effect will enjoy this potent advantage. The only possible way to even get a Save while this spell is in effect is to have a WILL Attribute equal to or greater than the caster's. Should someone be fortunate enough to match wills with the caster, or even better him, that victim will still be forced to endure a stiff -1 to any potential Save *per level of the caster*. This penalty is in addition to any

applicable Saves already required by the spell! **Duration:** 1 minute per level.

NECROMANCY

This dark art involves the use of curses, maledictions, and dark magicks which involve the laws of association and contagion. Necromancy also entails the summoning of demons and undead, both of whose origins lie within the Pit.

Summoning & Binding Progressions: The table below illustrates the standard Necromantic progression for the summoning and binding of both Demons and Undead. The “n/a” means that the spell is not a “mortal” spell, and is primal in nature (see “Primal Magicks” for more info).

Demons	Undead	Summon	Bind
Minor Demon	Skeleton	2	3
Lesser Demon	Zombie	3	4
Demon	Skeletal Warrior	4	5
Greater Demon	Ghoul	5	6
Valkydri	Night Stalker	6	7
N'Gothrai	Soul Eater	7	8
Nexar	Corpse Light	8	9
Nebular	Death Knight	9	10
Demon Lord	Fell Dragon	10	n/a
Chthon	Chthon	n/a	n/a

Saves Vs. Necromancy: Some spells require a Save vs. CON or PRE. There is a Power Save vs. all “damage” spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? The more wicked, the better. Most prefer to wear their victims' skulls, bones, and/or flesh; the better to intimidate the uninitiated.

Good Stuff: Summoning and Binding spells. Soulstones.

Bad Stuff: Dealing with things that are Summoned and Bound.

1ST ORDER

Dark Omen: This grants the caster a “Pit-sent” omen concerning any single “yes” or “no” question posed by the caster. Typical “bad” omens may involve the sudden appearance of some malignant insect, a peal of distant thunder, or something equally dramatic though harmless. Typical “good” omens may involve, to the contrary, the sudden appearance of any animal held in disfavor by the caster's dark patron, sudden ill-winds or darkening of the sky, or something equally dramatic though harmless.

Despoil: By passing his gnarled fingers over any foodstuffs or water rations, the caster can putrefy or spoil the goods. Up to one

object (like a canteen, cask, plate of food, or pack of rations) per level may be spoiled per casting. Goods so treated will remain spoiled until purified. Victims who partake of the spoiled goods will become subject to the Runs (see “Diseases”).

Infernal Bolt: This bolt of black energy will cause 1st Order damage to any single victim, and may be Boosted as other 1st Order damage-type spells.

Malediction: This minor curse will reduce all of any single victim’s rolls by -1 for one minute per level of the caster. Fortunately, multiple Maledictions will not yield additional minuses. A Malediction will immediately counter a 1st Order Divine Magick “Blessing.” **Duration:** 1 minute per level. **Save:** vs. PRE to ignore.

Preserve: This empowers the caster to halt the process of decay upon any single small formerly-living thing. Up to 10 lbs. per level may be so preserved per casting, with multiple castings possible. Conversely, this spell may be cast to remove any previous attempts at preservations. The caster may not preserve himself.

Putrefy: This entirely blasphemous spell empowers the caster to spoil one dose of Holy Water per level of ability, per casting.

Them Bones: Causes any single pile of bones to animate, assume their former living form, and cavort and caper about at the caster’s behest. While no damage may result from this absurdity, no small amount of mental trauma just might result for the uninitiated who witness. **Duration:** 1 Combat Round per level.

2ND ORDER

Cause Disease: By touch, the caster may cause any single target to contract any disease or malady (see “Diseases”). This will last until the disease runs its normal course, or is cured magically. A normal CV roll is required. **Save:** vs. CON to resist.

Cause Insanity: By touch, the caster may cause any single target to contract any form of normal, non-magickal insanity chosen. If the victim has a Karmic Manifestation in his “Sanity” Karmic Attribute, then this will immediately trigger, with no possible Save. This will last until cured by magickal means. A normal CV roll is required. Victims will receive no bonus points upon contraction of an insanity, as this is purely of a “temporary” nature, and may be “cured” by most magickal means. **Duration:** until cured. **Save:** vs. Sanity (Karma) to ignore; no Save possible if Manifestation.

Death Speak: This enables the caster to communicate with all forms of undead and spiritual entities in a voice that only the dead may comprehend (and those with the Mindtouch ability, of course). This spell only enables communication between the caster and the dead, and does not empower the caster to unduly influence them in any way. **Duration:** 1 minute per level.

Infernal Armor: This calls forth dark energies from the Pit to serve as the caster’s armor, which may be shaped to appear as grue-

some as possible. This will confer one point of AP per level of the caster, and will serve until the spell ends. Multiple simultaneous castings of this spell are not possible. **Duration:** 1 minute per level.

Presence: Through this spell, the caster can temporarily boost his own PRE Attribute by one point. **Duration:** 1 Combat Round per level.

Summon Minor Demon: This allows the caster to summon any “minor” demon (see “Creeping Death” for more information on who they are). The caster must prepare a proper circle, pentagram, or other suitable “gate” through which to summon the beast. The circle (or whatever) must be drawn by the caster. If there is a “break” in the lines of the circle, then the demon may freely violate it without fear of retribution. A complete circle will “cow” the demon, and at least fix it in place long enough for the caster to make his demands of it.

The caster may demand of the summoned demon to perform a single task, such as “serve me,” “guard this,” “bring me this item,” or the ever-popular “kill so-and-so.” It’s at this point in the bargain that the caster must make a successful Save vs. PRE. The demon then must make a PRE Save modified by however many points the caster made his own Save by. If the demon fails this, he’ll try his best to do the bidding of the caster, though he may try to pervert the intention of the caster, if at all possible. The demon will serve the caster for the span of a single night. This covers all of the following: an attempt to fetch one item for him, returning if successful, or dying in the process; the old “kill so-and-so” mission; and simple service duty. Alternately, it will guard something for one year and one day, returning to the Pit at the exact end of the duration, or before, if destroyed or banished whilst on guard duty.

If the caster fails his initial Save, or if the demon makes his modified one, then the demon has the option of either immediately returning back to the Pit—where it’ll “tell on” the caster, which will cause the caster no small amount of grief in the future—or of immediately attempting to destroy the caster. If the latter course is elected, then the demon must actually breach the circle in order to attack the caster. While such was not possible before this point (unless the caster fudged on his drawing the circle), the demon now may cross the circle, taking only a paltry one Hit Point of damage per level of the caster who inscribed the circle (with no AP, no Save). But that’s the risk one takes when dealing with demons...

Summon Skeleton: The procedure for the summoning of the weakest of the Undead (and the remainder of his putrid undead brethren) is identical to the 2nd Order “Summon Minor Demon” spell (a “gate” is a “gate”, though any and all suitably artistic decor might be both applicable and wise to employ), except that now the caster can attempt to summon any single “Skeleton” (see “Creeping Death” for more information).

3RD ORDER

Bind Minor Demon: This spell, cast at the point of the “Summon Minor Demon” spell when the caster attempts his PRE Save, will allow the caster to force the Minor Demon to do his bidding without having to go through those rolls! The Minor Demon will get no Save to resist this. It will, however, mark the caster as not to be trusted or taken lightly by other Pit-folk.

Bind Skeleton: This is identical to “Bind Minor Demon,” except that it binds any single “Skeleton” to the caster’s will.

Darklight: This allows the caster to conjure forth an area of magical darkness through which only creatures of the Pit, and the caster himself, may see. Neither Gloom Sight nor any of the other sight-enhancing Special Powers will pierce this darkness, though the Sight will easily pierce it. This may only be banished by the caster, or burned away by light-producing magicks of the 4th Order and greater. This spell is not mobile. **Duration:** 1 minute per level.

Fear Of The Dark One: By dramatic utterance of the caster’s chosen dark patron, the maddening fear of Darkness itself will scramble like rats upon all who hear, and will cause the weak of heart within the AOE to flee the scene immediately at best possible speed for 1 Combat Round per point of PRE of the caster. Those who have a “Fear” of anything even remotely related to the Pit will have no Save to resist. **Save:** vs. PRE to defy.

Paralyze: By touch, the caster may paralyze any single target. The victim will be unable to cast spells or attack, and will be in a nearly total catatonic state for the duration. A normal CV roll is required. **Duration:** 1 hour per level. **Save:** vs. CON to resist.

Rebuke: This is the superior version of the 1st Order spell, Malediction. The Rebuke will levy the same minuses as per the Malediction. However, it lasts a great deal longer. This will automatically counter the effects of the 3rd Order Divine Magick spell “Prayer,” and all such lesser-Order spells. **Duration:** 1 hour per level. **Save:** vs. PRE to ignore.

Summon Lesser Demon: As per the 2nd Order “Summon Minor Demon” spell, except that now the caster can attempt to summon any of the “Lesser Demons” (see “Creeping Death” for more information).

Summon Zombie: As per the 2nd Order “Summon Skeleton” spell, except that now the caster can attempt to summon any single “Zombie” (see “Creeping Death” for more information).

Sympathy For The Damned: This allows the caster to stir the souls of the damned, to sympathize with their eternal plight, and to attempt to persuade them to his cause. When confronted with undead creatures, the caster may attempt to “charm” them, bending them to his will. First, the caster rolls a PRE Save, and the target creatures must then make a WILL Save modified by the number of points by which the caster made his PRE Save. Creatures who fail this Save

will become “convinced” of the sincerity of the caster, and will willingly follow his every whim until they are freed from the bondage of undeath, or until another caster assumes control of them by means of this spell or another form of “undead control” magick. Creatures who make this modified Save will become quite angry with the caster, and will seek to destroy him unless he is obviously much more powerful than they are. The caster may affect up to one creature per level with this spell. Each creature’s Save will be modified by the caster’s single roll. (So if he’s trying this on 10 creatures and he makes his Save by five points, then all 10 of them will roll their WILL Save at a -5.) This only works against “undead” (see “Creeping Death”).

4TH ORDER

Bind Lesser Demon: Like the 2nd Order “Bind Minor Demon” spell, except now the caster gets to bind a single “Lesser Demon” to his will.

Bind Zombie: This is identical to “Bind Minor Demon,” except that it binds any single “Zombie” to the caster’s will.

Black Wings Of The Pit: This grants the caster the ability of flight at 5X his CMR. The means of flight is provided by actual physical “demon’s wings,” which will sprout from the caster’s back (and through any armor, if applicable) and spirit him wherever normal flight could. The caster will be empowered both to fly and attack as if he were born with wings. In fact, he may strike with his wings for a +1DC if desired. None of the caster’s possessions will be ruined by the sudden appearance of the wings. **Duration:** 10 minutes per level.

Demon’s Hide: This confers an AP of three points per level of the caster for the duration of the spell. Not so strangely, the caster’s own skin (or whatever he calls his epidermis) transforms into a tough, horny, scaly replica of something born of the Pit. The caster may, if desired, strike with this new weaponry (claws, fangs, horns) at a +1DC. Multiple simultaneous castings of this or of lesser-Order “armor” spells are not possible. **Duration:** 1 minute per level.

Mask Of Flesh: This allows the caster, who may have already begun to rot, to disguise himself and pass himself off as another. This spell provides the means for a near-flawless impersonation, as it mimics the voice, mannerisms, and general aura of the victim. In fact, only Master Magicks will reveal it for what it truly is (and how disgusting it truly is). Unfortunately, this spell requires the actual face of the target of the impersonation, and as such requires the target to part with it. The necessary focus may be used time and time again. **Duration:** 1 hour per level, then face falls off.

Nightmare: This empowers the caster to send a horrible nightmare to any single victim, provided the caster knows his name, and provided that both victim and caster are on the same plane. The nightmare will cause the victim excruciating mental torment, and will trigger the victim’s most potent “Fear” or “Hatred” Karmic Manifestation, if any. This will cause the victim to “sleepwalk” while he lives out his fear or attacks his most hated foes, much to the detriment of those sharing his quarters or campfire. Victims with the

Karmic Manifestation “Nightmares” get no Save. Those who have 7th Order or higher protections versus mental intrusions or influences (such as the Special Power “Mind Mastery”) will not be bothered by this spell. **Save:** vs. INT to know the nightmare for what it is, and thus remain unharmed; no Save if Karmic Manifestation.

Pain & Pleasure: This empowers the caster to deliver a 1st Order “Infernal Bolt” to a single victim, and then have the damage done to the victim transferred to himself as healing. This transfer is automatic, and is on a one Hit Point to one Hit Point basis. Damage is per the 1st Order spell “Infernal Bolt.” The caster may not supersede his own full total of Hit Points. **Save:** None.

Serpent’s Tongue: This allows the caster’s most outrageous lies to be spoken and delivered with total conviction, at least to the weak of will. All those within the AOE who fail their Save vs. WILL will automatically believe the store of the caster’s words, unless it conflicts with their Code. **Save:** vs. WILL to ignore.

Summon Demon: Like the 2nd Order “Summon Minor Demon” spell, except now the caster can attempt to summon the “true” demons (see “Creeping Death” for more information as to who they are).

Summon Skeletal Warrior: As per the 2nd Order “Summon Skeleton” spell, except that now the caster can attempt to summon any single “Skeletal Warrior” (see “Creeping Death” for more information).

5TH ORDER

Bind Demon: Like the 2nd Order “Bind Minor Demon” spell, except that now the caster can play with the “true” demons.

Bind Skeletal Warrior: This is identical to “Bind Minor Demon,” except that it binds any single “Skeletal Warrior” to the caster’s will.

Curse: The big brother of the “Malediction” and “Rebuke” spells, this spell levies a harmful -4 to all of the rolls of any single victim targeted by the caster. This spell will counter the lesser “Blessing” type spells, including “Supplication.” No multiple castings are possible upon any single victim. **Duration:** 1 day per level. **Save:** vs. PRE to ignore.

Death’s Hand: This empowers the caster to deliver a death-dealing touch to any single victim. The caster must deliver a successful roll to hit the victim. Once hit, the victim must Save vs. CON or die on the spot. The victim who fails will be reduced to a negative Hit Point number equal to his CON. Once the Death’s Hand makes contact with its victim, it will fade away, regardless of whether the Save was made or not. **Duration:** 1 Combat Round per level, or until victim is hit. **Save:** vs. CON to ignore.

Fear’s Dark Friend: This empowers the caster to trigger any and all “Fear” Karmic Manifestations of those within the AOE—with no Save. **Duration:** 1 Combat Round per level.

Hatred Is Purity: This empowers the caster to trigger any and all “Hatred” Karma Manifestations of those within the AOE—with no Save. **Duration:** 1 Combat Round per level.

Hellfire: This empowers the caster to call forth a vestige of the flames of the Pit, and cause them to consume his foes with their black, screaming, cold fire. Hellfire is the only kind of “fire” that can actually burn and damage creatures that are immune to fire. Damage and AOE are as per 5th Order magicks. **Save:** None.

Holier Than Thou: This empowers the caster to activate a personal pact with any single victim within the AOE, which will cause the victim to refrain from mention of his patron deity’s name, practices, and powers for the duration. If the victim chooses to defy this pact, then he is allowed a Save vs. PRE to do so. This Save, however, must be made *each and every time* the victim chooses to defy the pact. Failure to make the Save will result in the victim’s taking one Hit Point of damage per level of the caster, with no possible Save. This is handy for thwarting those cowardly Divine Magick practitioners, as they must invoke their patrons’ names each and every time they cast spells. **Duration:** 1 Combat Round per level.

Summon Ghoul: As per the 2nd Order “Summon Skeleton” spell, except that now the caster can attempt to summon any single “Ghoul” (see “Creeping Death” for more information).

Summon Greater Demon: Like the 2nd Order “Summon Minor Demon” spell, this allows the caster to attempt to summon any one of the Greater Demons (see “Creeping Death” for more information on their terrifying stats).

6TH ORDER

Bind Ghoul: This is identical to “Bind Minor Demon,” except that it binds any single “Ghoul” to the caster’s will.

Bind Greater Demon: Like the 3rd Order “Bind Minor Demon” spell, except the rewards are much higher—as are the stakes, for playing with hellfire.

Black Rain: This terrible spell causes a foul, chunky black rain to fall upon the AOE. This putrid blight will totally destroy any and all “normal” plant life, and cause any and all “normal” animals within its AOE to transform into rabid, demented, gibbering parodies of their former selves. Once the rain has passed (it lasts but a brief time; one minute per level), the once-fertile ground will be nothing more than lifeless, barren slag. And, sadly enough, the former denizens (the now-foaming and rabid animals) will stalk the blight, seeking to inflict rabies and harm upon all living things which pass.

Dark Retribution: This curses any single victim with a horrible -10 to all of his rolls. The victim does not need to be touched. This

Spells, Necromancy

will counter any of the “Bless” type spells of 7th Order and lower.

Duration: 1 hour per level. **Save:** vs. PRE to ignore.

Demon Doll: This empowers the caster to inflict bodily harm upon a single victim through use of a “doll,” a sharp object, and some maleficent hatred. The Demon Doll must be created at midnight, and must be suitably similar to the victim’s form to be effective (a successful “Art” roll is required). The caster then must “name” the doll with the intended victim’s name. After that, the caster may poke the doll with pins and needles, and the victim will “feel” the damage. This will cause the victim one Hit Point of damage per Combat Round, unless he makes a successful Save vs. CON. The maximum possible duration is one Combat Round per level of the caster. The distance to the victim is not important, though both caster and victim must be on the same plane of reality. These effects will not pass through any Master Magick protections. If the caster is fortunate enough to have a “piece” of the victim (like a lock of hair, a fingernail, or some blood) in his doll, however, the victim will receive no Save to resist the damage, and there will be no limit to the time of torment!

Drawing Flies: This loathsome necromantic spell corrupts the living flesh of any single living sentient creature—effectively causing the creature’s flesh to “die” and begin the process of decomposition even though the creature is yet alive. This most horrid process will not stop until the creature’s flesh is completely consumed. This process takes one day per point of CON of the victim to complete. At that final point, the spell effect will cease, and recovery will begin. Healing occurs at a rate of one day per point of CON, and all flesh will return by the end of this time. During this entire time, the victim will be subject to any and all horrid maladies, diseases, finger-pointing, and other horrors until total healing occurs. Magical healing of 7th Order and below will not cause this insidious curse to cease, though any form of natural regeneration will. **Save:** vs. CON to resist.

Reanimator: This horrid spell will magically reanimate the corpse of any single creature who has died. The caster may reanimate one level of creature or person per level of experience. (Thus, it takes a powerful caster to reanimate a powerful creature or person.) The reanimated creature will know the caster as its new master, and will serve him faithfully. The creature will lose any mental skills and spellcasting abilities it possessed when alive (its WILL, INT, PRE, & PER plummeting down to 3; its Power reduced to 1). It will, however, retain its Physical Attributes (STR, DEX, SPD, and CON) and its former combat abilities.

Summon Night Stalker: As per the 2nd Order “Summon Skeleton” spell, except that now the caster can attempt to summon any single “Night Stalker” (see “Creeping Death” for more information).

Summon Valkydri: Like the 2nd Order “Summon Minor Demon” spell, this allows the caster to attempt to summon any one of the elite demons, the Valkydri (see “Creeping Death” for more information).

7TH ORDER

Bind Night Stalker: This is identical to “Bind Minor Demon,” except that it binds any single “Night Stalker” to the caster’s will.

Bind Valkydri: Like the 3rd Order “Bind Minor Demon” spell, except these guys play hardball.

Dark Vengeance: Like its 6th Order fellow, “Dark Retribution,” this curses any single victim with a horrible -10 to all of his rolls, and for a much longer duration. **Duration:** 1 day per level. **Save:** vs. PRE to ignore.

Death Rune: This simple yet effective means of Undead-control empowers the caster to inscribe a personalized, highly flowing, spidery scrawl of pulsing purple and neon black upon any suitable surface (which means it can be mobile), and thus keep the “Undead” creatures of the Pit at bay. The Death Rune will cause any “Undead” to distance itself at least one foot away from it per level of the caster, or else the creature will suffer an automatic one Hit Point of damage per level of the caster per Combat Round that it violates this ward. The creature will get no AP versus this. Sadly, the more powerful Undead will probably ignore this damage in their fury to destroy the caster. **Duration:** Permanent.

Demon Rune: This is virtually identical to the “Death Rune” above, except that its warding powers extend to the “Demons” of the Pit. **Duration:** Permanent.

I Am The Plague: By means of this horrid invocation, the caster’s very own physical form transforms into a titanic mass of buzzing, clicking, sucking and tearing insects that move at the caster’s discretion, inflicting moderate but widespread damage to any and all living things within his compass. The Plague travels at 3X the CMR of the caster—though it can fly where the caster wishes. Damage is inflicted on each and every one of the caster’s Action Phases on everything within the AOE, and no CV Roll is required to hit. Damage inflicted upon the plague is taken by the caster, who retains all normal Saves, CVs, and resistances. Unfortunately, the caster cannot cast spells while in plague form. **Duration:** 1 Combat Round per level, or until dispelled by caster. **AOE:** As per 7th Order magicks. **Damage:** 1 point per level of the caster.

Summon N’Gothrai: Like the 2nd Order “Summon Minor Demon” spell, this allows the caster to attempt to summon any one of the dread N’Gothrai (see “Creeping Death” for more information).

Summon Soul Eater: As per the 2nd Order “Summon Skeleton” spell, except that now the caster can attempt to summon any single “Soul Eater” (see “Creeping Death” for more information).

8TH ORDER

Bind N'Gothrai: Like the 3rd Order "Bind Minor Demon" spell, only much more aggressive for a mortal.

Bind Soul Eater: This is identical to "Bind Minor Demon," except that it binds any single power-eating "Soul Eater" to the caster's will.

Dark Communion: This allows the caster to speak directly with his own dark patron, and ask of him any single question, which it must answer (truthfully?) to the best of its ability. The price is extreme, as the caster must be prepared to make a suitable sacrifice for his dark patron's efforts. The typical rate is 100 Power Points per level of the caster. The Power Points must come from sacrifices, of course, and not from the caster—Power Batteries or souls will do just fine.

Into The Pit: This will consign any single victim to the Pit forevermore (or at least until it manages to free itself!). The name of the creature is not essential. Only the unholy rage of the caster, the caster's downward-pointing finger, and a failed Save on the part of the victim are required. If the caster is lucky enough to have the victim's "truename," then no Save is possible. **Save:** vs. Power to resist.

Kill It! This most baneful spell calls into being a pulsing, writhing giant-sized blackish-green fist of cold Hellfire that smashes, pounds, and mangles all victims within the AOE. Although Kill It! strikes but once per casting, it will cause all those struck to Save vs. Power or die. Due to the hit-or-miss nature of this spell, those who make their Saves will take no damage. No CV roll is required.

Soulstone: This spell empowers the caster to enchant a flawless gem to imprison the soul of any single victim. The gem must be prepared with the creature's "name," and must be valued at 1,000 Stars per level or Kill Factor of the creature in order to properly store the creature's soul. The "name" preparation requires one hour of enchantment per level or Kill Factor of the creature. Once complete, the caster must confront the creature, "name" it, and the creature must make a Power Save in order to resist. The creature will receive no Save if its "truename" is invoked by the caster, or if it actually makes the mistake of physically handling the Soulstone. Failure to resist will result in the creature's immediate physical and spiritual incarceration within the gem.

Once the creature is imprisoned, the caster may force the imprisoned creature to surrender the use of any one of the following for his own personal use: any one of the creature's attributes; any one of the creature's innate abilities, such as its natural AP, natural weaponry, or Special Powers; or up to 1,000 points of the creature's Power Pool. One and only one may be chosen. Once chosen, the power is "set," and may not be tampered with.

So long as the Soulstone is upon the caster's person, he may draw upon its power as if he were the creature itself. Destroying the Soulstone will result in the creature's immediate release.

Summon Corpse Light: As per the 2nd Order "Summon Skeleton" spell, except that now the caster can attempt to summon any single "Corpse Light" (see "Creeping Death" for more information).

Summon Nexar: Like the 2nd Order "Summon Minor Demon" spell, this allows the caster to attempt to summon any one of the Nexar (see "Creeping Death" for more information).

9TH ORDER

Bind Corpse Light: This is identical to "Bind Minor Demon," except that it binds any single "Corpse Light" to the caster's deadly will.

Bind Nexar: Like the 3rd Order "Bind Minor Demon" spell.

Greater Soulstone: This spell imprisons the soul of any being not of deific or immortal power into a specially prepared gem worth at least 10,000 Stars per level or Kill Factor of the creature being imprisoned. Unlike "Soulstone," this spell will only work if the caster has the victim's "truename." The gem must be prepared with the Truename of the victim, and this tedious process requires one day per level or Kill Factor of the victim.

To imprison the victim, the caster must confront him, state his "Truename," and the Soulstone will do the rest, automatically imprisoning the victim's physical and spiritual form. The caster then may then view the victim's soul, and decide upon which three abilities he wishes to steal. These three abilities cannot be altered once chosen. **Save:** None.

Pact Of Pain: This allows the caster to set up a "body bank" to take damage for him. The caster may "name" up to one willing victim, or "charge," per level to act as damage-buffers for him. Any damage caused to him, be it from magicks or attacks, will bypass the caster and instead affect his hapless charges. The Pact of Pain will target the most powerful charge first, and move on down the line once the first charge has expired. The natural defenses and AP of the charges must be used in calculating the damage taken, as must any applicable attributes be when considering Saves. Distance is not a factor in this, though the caster and his charges must all be upon the same plane.

The charges must willingly allow the caster to name them as his charges, and each must be within a specially prepared area worth 100,000 Stars per level of the caster in order for the Pact to function. The area, preferably a dark temple or sanctum, must be consecrated to the caster's patron. The charges may never leave the area, or the Pact will be unbound. The actual Pact will require one day per charge to seal, and each day of the enchantment must be uninterrupted, or it will fail. Once the final charge has expired, the Pact of Pain will be broken, and the caster will once more take damage as normal.

Soulsnuff: This empowers the desperate caster to enter into an all-out, soul-destroying contest of power with any single victim. Once

Spells, Sorcery

within range, the caster opens up a magickal conduit between his own soul and the soul of the victim. This requires a successful Save vs. Power by the caster. (The victim must be protected by primal protections to resist this.) Once the conduit is open, the caster instantly attempts to match his own Power Pool with the victim's, seeking to burn out and snuff each and every Power Point in the victim's current Power Point Pool with his own points. This is done on a 1:1 basis. If the caster has enough Power Points in his Power Point Pool to best the victim, even by one point, the victim's soul is blasted into screaming nothingness, and the caster now can do what he wishes with the victim's soulless physical form. If the caster loses this contest, then his own soul is forfeit. Power Points burned in this attempt (for both victim and caster) are gone for the time being, and must be regained naturally. If he desires, the caster can employ "Power Batteries" to get that "winning edge." Batteries burnt out in this way, however, will be totally destroyed.

Summon Death Knight: As per the 2nd Order "Summon Skeleton" spell, except that now the caster can attempt to summon any single "Death Knight" (see "Creeping Death" for more information).

Summon Nebular: Like the 2nd Order "Summon Minor Demon" spell, except this allows the caster to attempt to summon one of the elite Nebular. (See "Creeping Death" for the incriminating details.)

Truename: This dread spell empowers the caster with the awesome ability to coerce the Truename, or "name" of the victim's soul essence, from any single victim. To do this, the caster must confront the victim, cast this spell, and then enter into a battle of power with the victim-to-be.

In a furious single Phase of psychic soul-battle, the caster and the victim will match their Power Attributes with one another. If the caster has a higher Power Attribute than does the victim, then he will be able to "force the name" from the victim with no Save. If the caster has a Power Attribute less than the victim, then the victim may automatically force the caster to part with his Truename! If both are equal, then both must roll a Save vs. Power. Whoever makes this Save by the most points will be able to rip the Truename from the other.

Once the Truename is obtained, the caster has the option either to hoard it and employ it for any number of spells (like "Soulstone"), or demand (either presently or at any future time) any one service/deed from its owner in return for its Truename. The latter option *cannot possibly be refused* by the victim, and the satisfaction of it may involve the breaking of Codes, morals, or ethics held precious by its owner (he absolutely *must* do the bidding of the possessor of his Truename). Upon completion of his tasking, the victim's Truename will automatically be torn from the caster's brain and returned to its rightful owner.

10TH ORDER

Bind Death Knight: This is identical to "Bind Minor Demon," except that it binds any single mortal-snuffing "Death Knight."

Bind Nebular: Like the 3rd Order "Bind Minor Demon" spell, except that this allows the caster to bind a Nebular.

Summon Demon Lord: Like the 2nd Order "Summon Minor Demon" spell, except that this allows the caster to attempt to summon forth one of the most elite, most dangerous of the Pit, the Demon Lord (see "Creeping Death" for more information).

Summon Fell Dragon: As per the 2nd Order "Summon Skeleton" spell, except that now the caster can attempt to summon any single, Terran aircraft carrier-sized "Fell Dragon" (see "Creeping Death" for more information).

SORCERY

Sorcery is the scientific application of magickal principals. Technomagickal in nature, Sorcery is a highly quantified art which leaves little room for extemporaneous magickal expression.

Saves Vs. Sorcery: There is a Power Save vs. all "damage" spells for half damage, somewhat modified for the Prismatic. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? Most prefer to go without the heavier types, unless the armor is of the Exotic variety.

Good Stuff: Primitives, Rad-damage.

Bad Stuff: Others with Primitives, and the rest of the spellcasting world, because their magick is backwards, primitive, and stupid.

1ST ORDER

Gloom Sight: This grants the caster the "Gloom Sight" Special Power. **Duration:** 10 minutes per level.

Infravision: This grants the caster the "Infravision" Special Power. **Duration:** 10 minutes per level.

Magickal Analysis: This spell empowers the caster with the ability to detect and analyze the radiations associated with magick. The caster may inspect one object or item per Combat Round, and may determine whether or not the object radiates magick (if it's enchanted or not), the relative strength of the enchantment ("low," "moderate," or "high"), and the general bent of the magicks involved ("good," "evil," or "neutral"). **Duration:** 1 Combat Round. **Range:** 1 hex.

Note: This duplicates the Magick Sense Special Power, yet the Sorcerer must include it in his realm, as it is the "lower" version of the more hefty Advanced Magickal Analysis.

Plasma Bolt: The basic offensive spell of Sorcery, this allows the caster to strike any single victim with a sliver of superheated magickal plasma. Damage and AOE are as per 1st Order, and this may be Boosted.

Plasma Globe: This allows the caster to produce a small globe of bluish magickal light, which will produce the approximate light of a small lantern. The globe is cool, and may be held or placed within a suitable container. **Duration:** 1 hour.

Plasma Shield: This will produce a shimmering shield of cool plasma which will ward the caster from damage. The defense is equal to the offensive capabilities of the Plasma Bolt; i.e., the caster may opt to place from one point of AP up to his Power Attribute into the shield. The shield will absorb damage on a 1:1 basis, and will last until brought down, or until consciously dispelled. The caster may attack normally both physically and magickally through it. As with most magickal shield-type spells, the Plasma Shield is ablative in effect; i.e., if you put 25 points into it, when it is hit for, say, 10 points of damage, then the shield will have $25 - 10 = 15$ points remaining. Please note that the Plasma Shield will reduce only magickal energy attacks (ones which cause damage), not physical attacks. **Duration:** Until brought down, or until consciously dispelled.

Ultravision: This grants the caster the "Ultravision" Special Power. **Duration:** 10 minutes per level.

Weak Gravitic Influence: This allows the caster to slow, or reduce, the force of gravity upon himself. The caster may safely "fall" from 10 feet per Power Point spent. (It'll take 10 Power Points to safely fall from 100 feet, etc.) His descent will gradually slow as he comes to the point of impact, until he has achieved his original "pre-fall" velocity, which hopefully will allow him to simply step back upon the ground as if nothing dramatic had happened. The duration is per "fall."

2ND ORDER

Antigrav: This will cause any single non-living object or item massing up to 100 pounds per level of the caster to defy gravity and float gently above the ground at 1 CMR. The maximum height that objects may rise above the ground is equal to one foot per level of the caster. (This may be used to cause an object to float, and the caster may then "ride" it.) **Duration:** 10 minutes per level.

Geomagnetic Analysis: This allows the caster to analyze the unique magnetic signatures left behind in a particular area by passing creatures. The caster may divine how many creatures have passed through the area recently, their direction, speed, and relative personal power ("weak," "average," "strong," based on power in their Power Point Pool). The caster can accurately divine tracks left within one hour per level. This will not work in areas of powerful magnetic fields. **Duration:** 1 minute of visual inspection.

Microvision: This grants the caster the ability to inspect things with microscopic resolution. The caster's "mag-factor" is 10X his

level. Unfortunately, while he uses this ability, he is "blind" so far as the rest of the world is concerned. It may be dispelled at any time, however. **Duration:** 1 minute per level.

Sounding: This allows the caster to prospect the ground to determine its mineral content. Information revealed will be similar to that revealed by the "Son of the Mountain" skill. **Save:** vs. INT for success.

Telescopic Vision: This grants the caster the ability to inspect distant objects with startling clarity. The caster's "mag-factor" is 1X per level. Side-effects are as per "Microvision," however. **Duration:** 1 minute per level.

3RD ORDER

Gravitic Flight: This empowers the caster to fly at 3X his CMR. **Duration:** 10 minutes per level.

Plasma Burst: This is the superior version of the 1st Order spell, "Plasma Bolt." More AOE, more damage, more superheated plasma.

Plasma Field: This produces a shimmering field of cool plasma which will ward the caster from damage. The effects are as per the 1st Order Plasma Shield, though now the Base is 3rd Order.

Rad Shield: This personal purple barrier of polarized magick specifically wards the caster versus "dirty" radiations. It will reduce 10 Hit Points per level from any and all radiation attacks while the Rad Shield is up, and the caster is totally warded vs. the EMP effect of the nasty rad-spells. This will not reduce damage from any other type of magicks (though it will allow some casters to take strolls through nuclear reactors totally unscathed). **Duration:** 10 minutes per level.

4TH ORDER

Biomagickal Baffle: This envelops the caster with an invisible personal field of detection-baffling magickal energy. This will defy the scrying and divinating effects of all 7th Order and lower magicks. **Duration:** 1 hour per level.

Hardcore Rad-Burst: This burst of "dirty" radiation causes 4th Order damage to all within its AOE. It leaves a nasty, purplish-black glow in its wake that lasts for one day per level of the caster, and kills all "normal" insect, plant, and animal life within its AOE during that time.

Mass Rad Shield: Like the 3rd Order spell (10 Hit Points per level, etc.), except this allows the caster to protect all within its up-to-4th Order AOE from "dirty" radiations. **Duration:** 10 minutes per level.

Organic Analysis: This allows the caster to make an instantaneous, "on the fly" analysis of any single living creature by simple

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visual inspection. This analysis will reveal the creature's attributes, current Hit Points, and current Power Points. It will not reveal any Special Powers or innate abilities. This will not pierce Master Magick protections, nor will it analyze inorganic constructs, undead, or extraplanar creatures. This spell takes but one Action Phase to cast. **Duration:** 1 Phase.

5TH ORDER

Advanced Antigrav: Like its 2nd Order fellow, except that this will affect up to 1000 pounds of non-living mass per level, allow it to float at up to 1 CMR per level of the caster, and up to a height of 10 feet per level of the caster. **Duration:** 10 minutes per level.

Advanced Magickal Analysis: This allows the caster to analyze magickal items and spells by simple visual inspection. This spell will reveal the powers, abilities, construction techniques, charges or Power Points remaining, and the specific magicks used in the enchantment of any single magick item that is not of "artifact" or higher status. It will also analyze and evaluate the complete parameters of any spell or magickal spell effect of 7th Order and below (the "write-up" of the spell). While the spell analysis requires but a single Action Phase of visual inspection to perform, the item analysis requires one full minute per "power" analyzed. This is a "top-down" spell, so any powers revealed will begin from the most powerful, and work their way down to the least powerful. This spell may be cast multiple times upon a single item. **Duration:** 1 minute per level.

Color Cure: This handy spell allows the caster to cure the damaging effects of the individual Prismatic Bolts. With the notable exceptions of the Infrared and Ultraviolet colors, the caster may negate and totally cure the debilitating effects of any one of the Prismatic Bolts per casting. This includes the effects of both successful and unsuccessful Saves (unless you die, in which case, Color Cure won't work).

Plasma Blast: This is the superior version of the 3rd Order spell, "Plasma Burst." Even more AOE, more damage, and more super-heated plasma.

6TH ORDER

Advanced Biomagickal Baffle: This works as does the 4th Order version, but it protects the caster against all non-primal scrying and divinatory effects. **Duration:** 1 hour per level.

Advanced Organic Analysis: Like its 4th Order fellow, this allows instantaneous analysis of any single living creature. This will, however, reveal any Special Powers or innate abilities possessed by the creature. It will pierce all non-primal protections. **Duration:** 1 Phase.

Miniaturization: This causes a single victim to shrink to a size of one inch per foot of its regular, normal height. A six foot tall victim would shrink down to six inches in height. The mass of the victim will also follow this progression, becoming quite negligible in real

terms. While this won't interfere with most of the victim's attributes, it will effectively reduce his STR to 1 for the duration. All of the items upon the victim's person will phase-invert, too, becoming as tiny as he is. **Duration:** 1 hour per level. **Save:** vs. Power to resist.

Transport Tracer: This allows the caster to trace and "lock on" to the destination point of any "transport" or "teleport" type magick cast within his AOE. Thus, the caster may attempt to follow the transport with a suitable transport of his own, without the burden of actually being "familiar" with the destination himself. The caster must cast this spell within one Combat Round of the transport to lock onto it.

7TH ORDER

Plasma Storm: Like its brethren, the Plasma Storm causes super-heated plasma damage to all within its massive AOE. An interesting side effect of this spell, however, is that it produces an "EMP," or electromagnetic pulse, which will shut down all forms of non-shielded "technology" (such as car batteries, radios, and ray guns) within its AOE for one hour per level of the caster.

Prismatic Bolt: The dread Prismatic Bolt encompasses nine different prismatic effects based upon the nine colors of the SenZar spectrum. Only one color may be cast per Prismatic Bolt, and each bolt may target only a single victim. Each of the nine colors has an effect unique to its own vibrational frequency:

Infrared: This frequency produces a faint sliver of the Source itself. A Power Save must be made or the victim will be totally eradicated, with no resurrection possible. Even with a successful Save, the victim will still take 100 points of magickal damage.

Red: This frequency produces intense low-frequency radiation. Victim must make a Power Save or be disrupted (brought down to its TOD). Even with a successful Save, the victim will still take 100 points of radiation damage.

Orange: This frequency produces physical paralysis. Without a Power Save, the victim will be permanently paralyzed. Success means the victim loses ½ of his SPD for one day/level of the caster.

Yellow: This frequency produces mental disruption. Without a Power Save, the victim will permanently suffer from total catatonia. Success indicates that the victim loses ½ INT for one day/level of the caster.

Green: This frequency produces auric disintegration. Without a Power Save, the victim will permanently lose all Power Points. Success indicates that the victim loses ½ his Power Points for one day/level of the caster.

Blue: This frequency produces psychic disruption. Without a Power Save, the victim's brain and nervous system will explosively disrupt, killing the victim. Success indicates that the victim loses ½ his WILL for one day/level of the caster.

Indigo: This frequency produces a virulent bio-poison. Without a Power Save, the victim will instantly die from total cellular disruption. Success indicates that the victim takes 100 points of damage from the bio-poison.

Violet: This frequency produces intense high-frequency radiation. Without a Power Save, the victim is disrupted. Success indicates that the victim takes 100 points of damage.

Ultraviolet: This frequency produces a sliver of the Void itself. Without a Power Save, the victim is totally eradicated, with no resur-

rection possible. Success indicates that the victim takes 100 points of damage.

Teleportal: This allows the caster to set up a temporary portal through which he can transport from one location to another. This effect may be a small "trapdoor in the air" or even a "floating doorway." The Teleportal will last for one Combat Round per level of the caster, or until he consciously dispels it. Others may use the Teleportal. Though the Teleportal can be no larger or wider than the caster himself, it is possible to "squeeze" larger objects (or persons) through it, just as if through a real doorway. The caster must be familiar with the destination of the Teleportal in order to open it at that location. **Duration:** 1 Combat Round per level.

X-Space: This allows the caster to create a temporary "extradimensional space" that will transform any suitable bag, box, chest, pouch, or backpack (or whatever else can be "closed") into a veritable warehouse. The caster may create a 10 cubic foot per level extradimensional space.

Contrary to popular belief, the contents of the X-Space can be as sharp and as pointy as they wish to be. It won't matter to the X-Space whose boundaries are no longer the simple "fabric" or "material" of the container itself. However, while the inside is impossible to rend or tear except by magical or "artifact" level means, the outside of the container still retains its same qualities as before, and should it come to be ripped or torn, then the contents of the X-Space will immediately pour out, in their full true dimensions, upon the "real world." **Duration:** 1 hour per level.

8TH ORDER

Devolution: This causes any single victim to instantly acquire a harmful Mutation (see Campaign Builder #2), which the caster may choose. The victim does not have to have the Special Power "Mutation" to suffer from this! No damage is done by this spell, save for its possibly harmful mutational effects. Alternately, this may be used to strip from a Mutant any single Mutation. It should be noted that a true Mutant cannot be forced to take on a harmful Mutation by means of this spell. **Duration:** Until "Evolved," or until cured. **Save:** vs. Power to ignore.

Evolution: This will cure the effects of a "Devolution," or it will trigger in a single victim one Mutation (to be determined from the "Mutations" section, using Campaign Builder #2, which mandates an expenditure of Fate Points to get the good mutations!). Triggering by this spell does not involve any damage. Only those who are "Mutants" may benefit from the triggering effects of this spell. **Duration:** Until "Devolved," or until cured. **Save:** vs. Power to ignore.

Prismatic Burst: This enables the caster to combine any three of the 7th Order Prismatic Bursts, and cast them all at once. Any single victim may be targeted.

9TH ORDER

Kinetic Conversion: Converts all incoming energies (all physical attacks, all magical, and all technological) into Power Points that can be used by the caster. For each point of damage caused to the caster (before AP is subtracted), the caster will absorb one Power Point. The caster can absorb up to 1X his full normal Power Point Pool, but he must begin releasing that power which is over his normal potential power immediately. Thus, someone with a Power Point Pool of 10,000 could absorb up to 10,000 points (which could theoretically give him a total of 20,000), but once his own Power Pool reached 10,001, he'd have to start burning power. The caster may contain any excess energies for only one Combat Round per point of WILL before this excess power consumes him from within (and causes him to blow up both himself and everything within a one foot radius per point of Power exploding). The caster does not actually take any damage during the kinetic conversion, at least not until the damage supersedes the absorption capacity of the spell. **Duration:** 10 minutes per level.

Mega-Rad Storm: This calls down a nasty barrage of "dirty" hardcore radiation that affects all within its AOE with extreme 9th Order damage, AOE, and potential Boosting. This will "pulse" things as does the 7th Order "Plasma Storm." **Duration:** Instantaneous.

Prismatic Blast: This heinous spell empowers the caster to combine all nine of the 7th Order Prismatic Bursts into a single devastating blast of pure prismatic fury. Any single victim may be targeted. **Note:** A side effect of this spell is that all magick upon the victim, including his own Power Pool, is subject to the dreaded Pulse.

10TH ORDER

Master Antigrav: This allows the caster to antigrav up to one cubic mile of material per level. The caster could elect to gently levitate the mass at about 100 CMR or so, or he could elect to hurl it out of SenZar's gravitic influence at a velocity equal to the rotation of the planet, or anything in between. **Duration:** 1 hour per level.

Prismatic Armor: Like the "Prismatic Sword," this summons forth a full-body suit of prismatic armor which will inflict full 9-band prismatic effects upon any who dare strike it. The armor may be of any style desired by the caster. The caster is immune to the effects of his armor, as it is "polarized" towards his own soul. While he wears the armor, the caster will be totally immune to the effects of other "prismatic" magicks. He will also be able to freely cast magicks; there are no "side-effects" with this mighty spell which will pulse the caster's own magicks. **Duration:** 10 minutes per level.

Prismatic Storm: This dread spell, originally attributed to the grim Archimage and Shadar Lord Nathrak himself, summons forth an overwhelming storm of prismatic death that rains down random Prismatic Bolts upon any and all who dare tread its hateful path. In Phase 10 of each and every Combat Round that the Prismatic Storm endures, the Creator must roll a d10 to determine the color that will strike any and all victims within the storm's AOE. A roll of 1 - 9 will

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result in the appropriate color striking the victim, while a 10 will result in the victim being struck by a full Prismatic Blast. **Duration:** 1 Combat Round per level. **Save:** As per the Prismatic Bolt.

Prismatic Sword: This potent spell allows the caster to summon forth a sword that radiates all nine prismatic colors, and each victim struck by it is struck as if by a full Prismatic Blast. The sword may be of any type chosen by the caster. Each time the blade strikes, it will cause damage to the victim as per the *full* array of prismatics. The caster is immune to the effects of his own blade, as it is “polarized” towards his own soul, and none other’s. Again, there are no “side-effects” for the caster, and he is considered to be totally proficient with the blade. **Duration:** 10 minutes per level.

SPELLSINGING

This unusual realm of magick has the unique privilege of being both mystical and magickal in origin at the same time. The power is channeled from within the spellcaster, harnessed from the ambient flow of power from the surrounding vicinity, and transformed into true magick by the medium of sound. Spellsgiving is in a sense a “bastardization” of both magick and mysticism, and as a result is often regarded with distaste by “purists” of the other realms.

Unless specifically noted otherwise, any Spellsgiving spell may be cast through any musical instrument (voice, guitar, etc.). This may be accomplished through any musical method (voice, guitar, or whatever else it is that the Spellsinger favors), though the Spellsinger must have that particular instrument at his disposal in order to use it. For example, the Spellsinger cannot use his guitar to cast a spell if he doesn’t have a guitar on him. He’ll have to use his voice, or another instrument if it’s handy. While this may seem to be making mountains out of molehills, to the Spellsinger these little things mean a lot. (Not to mention the fact that some magickal instruments grant great little bonuses, which only may be used if the Spellsinger employs them in the casting of his Spellsongs.)

Saves Vs. Spellsgiving: Many are Saves vs. PRE. There is a Power Save vs. all “damage” spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? Spellsgivingers can wear any armor, provided they can still wield their chosen musical instrument.

Good Stuff: The Single Sonic Sound. Spellsgiving has the best “Party On!” magick known. Many things have low PREs.

Bad Stuff: Need chosen musical instrument to cast spells.

1ST ORDER

Chant: The ego-boosting Chant will grant the Spellsinger, or any single target he so designates, and additional “plus 1” to his next CV, Save, or Skill Roll. Alternately, the Chant may be used to taunt any single vic-

tim such that he is at a “minus 1” to his next applicable die roll. **Save:** vs. PRE to ignore.

Charm: By means of a simple wink, nod, or smile, this spell causes any single sentient target to become favorably inclined toward the Spellsinger, just as if he were an old trusted friend. Any blatant verbal or physical gaffe on the part of the spellcaster that “blows his cover” with his newfound “old buddy” will instantly ruin the Charm. **Duration:** 1 hour. **Save:** vs. PRE to ignore.

Fool’s Noise: The Fool’s Noise causes any single non-living item to emit a “triggered” noise or any single word when touched. This noise or word must be “placed” by the Spellsinger, and must be something that he himself can reproduce. It may, however, be as loud and as obnoxious as the Spellsinger likes. **Duration:** Until triggered.

Open: This handy spell will cause any single locked chest, bag, door, zipper, brassiere, etc. to “pop its lock” and open wide. This will not affect any magickally locked objects. It will, however, trigger any hidden tricky-traps on the objects unless they are deactivated beforehand.

Song Of Sleep: This most saccharin, most mindless droning will lull any single victim into a deep sleep unless he resists. **Duration:** Sleep will last for a full normal sleep cycle, unless victim is prematurely awakened. **Save:** vs. PRE to ignore.

Speechgift: This spell grants the Spellsinger total fluency in any language, dialect, or means of communication provided that it is verbal, or spoken. This does not grant any means of nonverbal, or written, communication. **Duration:** 1 hour.

Star Eyes: This simple dweomer will cause the Spellsinger’s eyes to emit tiny, flitting blue sparks. Not exactly handy for true combat, but it is enough to impress the superstitious and the uninitiated with a Presence Attack at +1 per level of the caster. **Duration:** 1 Phase.

Suggestion: This single-word spell is quite handy for getting the Spellsinger’s point across in a very quick fashion. By simply bidding a single target to “Stop!” or “Flee!” the Spellsinger will cause the target to resist or do just that. This action will occupy only the victim’s next Action Phase, and no more. (Telling the victim to “Die!” will cause him no small amount of paralyzing terror if he fails his Save, but it won’t kill him.) **Duration:** 1 Action Phase. **Save:** vs. PRE to ignore.

Tonic Bolt: The Tonic Bolt will blast any single victim with a focused pencil-thin beam of raw power. The color and sound of the bolt is left to the whim of the caster. This does 1st Order base damage, and may be Boosted, as may its superior tonic versions.

Vibrational Direction: This defensive spell will set up an invisible yet slightly humming “shield” up around the Spellsinger which will provide one point of AP per Power Point invested, up to a max of one Power Point per point of the caster’s Power Attribute. Damage accrues ablatively. This may be Boosted.

2ND ORDER

Altered State: This spell will heal the Spellcaster of minor wounds, cuts, and abrasions—but it'll leave him in a semi-dazzled, semi-hallucinatory state of mind for a brief time as it "re-writes" his mind to accept this new healing. The Altered State will heal the Spellcaster (and only the Spellcaster!) of one Hit Point of damage per level, and the Altered State itself will last for one Combat Round per Hit Point cured. During the Altered State, the Spellcaster is at a -1 to all die rolls due to his wandering mind.

Shatter: The Shatter spell will cause any single non-living "breakable" object (such as glass, pottery, etc.) to explosively vibrate itself to bits. This will not affect magical or enchanted items, though it will affect an Alchemist's Vial.

Song Of Levitation: This empowers the Spellcaster with the ability to defy gravity and float above the ground. The caster cannot move faster than one hex per Action Phase. He can, however, move either up/down or forward/backward. **Duration:** 1 minute/level.

Speechgift II: As Speechgift, except this grants the caster all nonverbal, or written, communication as well. **Duration:** 1 hour.

Spellbind: This may be used to "freeze" any single victim in place, rendering him totally helpless and unable to function. **Duration:** Until broken. **Save:** vs. PRE to ignore; the victim gets an additional Save on each and every one of his subsequent Action Phases in order to break the effects and return to normal.

Superior Tonic Bolt: This is the improved version of the Tonic Bolt.

3RD ORDER

Bleed Your Heart Out: This causes any single victim to burn with envy, jealousy, and greed. Not too handy for combat, but it does have its non-combat purposes. It will also automatically trigger any of the "Greed" Karmic Manifestations, with no possible Save. **Duration:** Until satisfied. **Save:** vs. PRE to ignore.

Continuous Suggestion: This superior version of the Suggestion spell causes a single sentient target to Save or to suffer the mental domination of the Spellcaster. This may be employed to gain information from a victim, who will spill all that he knows—even if it violates his own Codes, morals, or ethics—to his new "friend," the Spellcaster. This spell-song can be cast so surreptitiously that only someone totally familiar with the Spellcaster's motives and magicks will be able to detect its casting. **Duration:** 1 Combat Round per level. **Save:** vs. PRE to ignore.

Dr. Feelgood: This handy spell-song obviates the need for nourishment and forestalls the debilitating effects of any "Dependence" or "Addiction" by simulating a placebo effect. This will work upon any single target, provided that there is no conscious resistance. Any such resistance will automatically counter it. **Duration:** 1 day.

Share Speechgift: As Speechgift II, except that the caster can now designate one willing character as the recipient. **Duration:** 1 hour.

Tonic Burst: This is the big brother of the 1st Order spell, Tonic Bolt. The PC decides the general colors of the Burst and the general type of "noise" that it leaves in its sonic wake. The "noise" can range from super-loud guitar power chords to piercing supersonic screams.

Whiplash: By means of a crunching thirty-second note power-chord riff, the caster can cause any single victim to severely sprain his neck, suffering from the effects of a Devastating Critical Hit until cured by magical means, or by means of regenerating one Hit Point. **Save:** vs. PRE to ignore.

4TH ORDER

Big Dumb Sex: Not too handy for combat purposes, but it will attempt to trigger any lustful Karmic Manifestations for all who hear it sung within the AOE. A successful Karma Save will interrupt the magick. However, if this is targeted at only a single victim, the victim must make a Karma Save at -1 per point of the caster's PRE to resist giving in. **Duration:** Can do nothing else until satisfied. **Save:** vs. Karma to ignore.

Black Flag: A crude yet effective spell-song, this "marks" the soul of any single victim with an indelible signature of cowardice, treachery, and deceit that all who can view souls will see. **Duration:** Permanent, or until removed by Master Magicks. **Save:** vs. PRE -1 per point of caster's PRE to ignore.

Shattershout: This empowers the caster with the ability to issue forth a piercing, screaming, banshee-like wail that will shatter every breakable item within its AOE, and totally deafen all who fail a Save vs. CON for one minute per level of the caster. Only magical items will get a Save to resist the shattering effects of this spell. That Save is considered to be a "1" or higher on a d20, at -1 per level of the caster.

Superior Tonic Burst: This does more damage, is much louder, and has even more base AOE than the Tonic Burst.

Surgical Strike: This spell-song temporarily boosts the caster's CVs by +1 per level for the duration. **Duration:** 1 Combat Round per level.

5TH ORDER

Cacophony: This loud spell will cause up to one target per level of the Spellcaster to Save vs. PRE, or instantly flee the scene at best possible speed. Those who fail this Save will not even *think* about returning to the scene until a minimum of one Combat Round per level of the Spellcaster has passed. Those with a Karmic Manifestation of Fear get no Save! **Save:** vs. PRE to ignore.

Down Deep Into The Pain: This empowers the caster to set up a field of harmonic flux which causes any damage caused to him to be instantly rebounded upon the one who caused it. This only works against direct physical attacks. The caster will still take damage, but so will the

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one who dared to share his pain. **Duration:** 1 Combat Round per level. **Save:** None.

Song Of Secrecy: This spellsong creates a highly efficient sphere of Spellsgiving “white noise” which will effectively block or ward any scrying intrusions of the 7th Order and below. It is, however, fairly quiet both within and without the sphere. **Duration:** 1 minute per level.

The Whisper: This spellsong allows the caster to issue a nigh-irresistible suggestion to a single victim. The victim must be able to comprehend the caster’s words, and should he fail his Save he will carry out the instructions to the letter, even should it mean violating his Code. The victim cannot be made to kill himself, but he can be made to attempt the destruction of others. **Duration:** Until the Whisper is fulfilled. **Save:** vs. PRE at -1 per point of the caster’s PRE.

Tonic Blast: The mighty Tonic Blast can shred foes with its devastating sonic damage. Again, the colors and sound effects of the Blast are at the PC’s mercy. (The Tonic Blast easily crashes the “120db” level.)

6TH ORDER

I Am Iron Man: This spellsong temporarily transforms the caster into a naturally armored hellraiser, raising his natural AP by +1 per level. The caster’s flesh becomes as living steel, and his voice becomes an omniscient, machine-like growl. **Duration:** 1 minute/level.

Song Of Flight: This spell enables the caster to fly through the air with the greatest of ease. Movement is at 3X the caster’s normal Movement Rate. **Duration:** 1 minute/level.

Superior Tonic Blast: Louder and more devastating than the Tonic Blast! This spell can liquefy solid objects, if the caster is powerful enough to use it to its fullest, harshest capacity!

The Unforgiven: Like the 4th Order “Black Flag” spellsong, this marks the soul of the victim with an indelible signature of cowardice, treachery, and deceit, yet it adds hypocrisy to mix. So potent is this mark, however, that even “normals” can feel it. In fact, all who encounter the victim will know him for a hypocrite, and will shun him when at all possible. **Duration:** Permanent, or until removed by Master Magicks. **Save:** vs. PRE at -1 per point of the caster’s PRE to ignore.

Word Of Summons: As per the 7th Order “Mystic Summons” from Mysticism.

7TH ORDER

Circle Of Silence: This “suicidal” spell (at least to the Spell singer) will cause all ambient sound within the vicinity to vanish. No spell requiring verbal components will be able to function within this circle. Also, it will temporarily “pulse” Spellsgiving effects and spells, at least until the Spell singer removes himself from this most baneful zone. As baneful as it is, however, this spell will not “pulse” any Spellsgiving

Master Spells. **AOE:** Up to 7th Order AOE max. **Duration:** 1 Combat Round/level.

Die! Die! Die! Die! This most dramatic “Ranting & Raving” spell, commonly referred to as the “Power Word: Kill!” by non-Spell singers, causes any single sentient victim to make a Save or shred to tiny, flitting, subatomic particles by the force of the Spell singer’s most potent “death-voice.” Even with a successful Save, the victim will be deafened (if at all possible) for one minute per level of the Spell singer. **Save:** vs. PRE to ignore death.

Harmonic Storm: Like its little Tonic brothers, this excruciating sonic disturbance creates a virtual sphere of deadly sound which generally will fry what it encounters. The Spell singer has the option of casting it at a range, or he may take a small chance and cast it with himself as the “center” of the AOE. This latter option requires a successful Power Save, so that the Spell singer can avoid the damage. Failure will result in his taking the damage from the Harmonic Storm. **Duration:** 1 Phase.

Painkiller: By means of a total, all-out, pounding beat and lyric, this spellsong will empower the caster to fight all the way down to a negative Hit Point number equal to his CON. The Special Power “Toughness” will kick in at this point if the character has it, allowing him to fight even more! He may not be safe or sane at this point, though. **Duration:** 1 minute per level of the caster, or until dead.

8TH ORDER

Life In Black: This spellsong creates a permanent series of minor charms upon the caster which lend to him the aura and appearance of someone who is very powerful. First, the caster’s apparel will always appear as if black, somewhat shadowy, and new even if grungy. The caster’s PRE will appear to be one place higher to those of lesser PRE than the caster himself. All who attempt to view the caster’s visage will need to Save vs. PER in order to catch more than a fleeting glimpse of it, and even those who make their Save will need to make an additional Save vs. WILL to recall it in the future. Finally, the caster’s boots will make neither discernible noise nor leave visible prints, even when traversing noisy environs. This will grant up to five Mods to the caster’s Stealth, or grant him Stealth if he does not have it. **Duration:** Permanent, or until consciously dispelled.

Song Of Transport: This most unusual version of the “Teleport” spell empowers the Spell singer to perform a “line of sight” transport. Actual distance is not a factor, though the limitation is that the Spell singer must be able to actually see his destination. The caster may transport himself and any extra mass (which includes others) up to but not exceeding his own Max Lift. “Blind” Transports are extremely risky with this spell, and a Power Save must be made while “in transit” if such is attempted. Failure to make this Save will result in the Spell singer’s (and all others’ with him) instantaneous physical disintegration—with no Save.

Spellknife: This unique spell allows the Spell singer to “snipe,” or “steal,” any spell that is cast within his purview. The limitations are that the Spellknife itself must be “hanging,” or ready to complete, that the Spell singer must make a successful Power Save in order to “steal” the spell, the Spell singer must meet the required GenMins necessary to cast

a spell of that particular type, and finally the spell must be of the 7th Order or below. In order to make the snife, the Spellsinger must first cast the Spellknife, and keep it “hanging,” or ready to employ. The moment a spell is cast that the Spellsinger wishes to snife, he must have an Action Phase ready in order to “activate” the Spellknife, which will “latch onto” the aftereffects of the spell, analyze them, transpose them into a musical analog, and then cram right back into the Spellsinger’s mind. (At this point, Master Spells will “ignore” the snifing effects of the Spellknife, and will ruin the casting of the Spellknife.) The Spellsinger then must make a successful Power Save in order to “process” the spell, and store it within his mind. Failure will result in the unfortunate Spellsinger’s receiving the full effects of the spell (no possible Save). Success will indicate that the Spellsinger has snifed a brand new spell to add to his repertoire. (This Save will have to be made regardless of whether or not the Spellsinger can actually use the spell, as he won’t know if he meets the GenMins required to cast it until he gets a good “look” at it within his mind. If such is the case, then he can always freely “purge” the useless spell, or keep it hanging around in his mind for when he *can* use it.)

Walk In The Shadows: This spellsong allows the caster to enter the little known Shadow World, whereby he may travel to any point in the “real world.” Through the misty silver half-light of Shadow, the caster may view the real world as if through a semi-obscuring veil, and he may travel in any physical direction (up, down, sideways) with no loss of mobility. Travel by means of Shadow occurs at 10X the CMR of the caster relative to the real world, so great distances may be covered in seemingly little real world time. A successful PER roll is necessary for “proper placement” when returning to the real world from Shadow, else the caster may find himself not quite where he intended (by up to one hex per point that his PER Save was failed by), and the Creator might just have some fun at his expense. One additional person per level of the caster may accompany the caster to Shadow. They will, however, be at the mercy of the caster so far as goes the negotiating of the treacherous Shadow World.

9TH ORDER

99 Ways To Die: This interesting spellsong causes up to 99 levels (or Kill Factors) of creatures or persons within its AOE to Save vs. Power at -1 per level of the caster or keel over, fall down, twitch a bit, and die. This shredding, grinding, violent spellsong is “smart,” and will target only those chosen by the caster, informing him along the way how many levels are left to use. **Duration:** Instantaneous.

Eulogy: This stirring spellsong enables the caster to guide the soul of the departed to its celestial destination. By calling upon memories, both good and bad, of the departed, the caster attempts to persuade the powers-that-be that the departed’s soul is worthy of redemption, eternal life, or whatever the departed’s own faith holds. Despite the seeming impotence of such wishes, when those wishes are heard by the powers-that-be through the medium of the Spellsinger, there is a better-than-average chance that the departed’s soul will get its just rewards. All the caster has to do is sing or play (or both) from dusk till dawn, or at the first opportunity to do so after the departed has died; make a successful PRE Save at the end of the Eulogy; and then hope the powers-that-be have been moved.

For All Eternity: This interesting spell calls upon the elemental forces to reach out, capture, and eternally imprison a single chosen sentient victim. The designated victim must suffer the horror of watching the very ground beneath his feet open up and attempt to swallow him whole. The Save is special: the victim must vacate the Prime before the spell goes off (any planar transport will do; so will leaving the planet), or he will become eternally imprisoned “inside” the earth, there to vegetate in an unconscious yet feeling state for all eternity. (The only ways to “break” this curse are to “Wish” the character out, or to convince the Spellsinger to “reverse” this spell and free the hapless victim. Wizardry’s spells of “freedom” simply cannot do the trick.)

See You In Hell: This spellsong forces the caster and any single victim into a mutual death-pact. Not as sick as it sounds, it actually forces the victim to die when the caster dies, which can be some handy insurance when dealing with certain cretinous villains. The victim must be within the AOE of the spell to have the pact placed upon him. The victim is allowed a PRE Save at -1 per level of the caster to resist the placing of the pact upon him. If he fails, he will be forced to die at the same moment at which the caster dies, with no Save. Neither distance nor the planes are a factor. **Duration:** Until death.

10TH ORDER

Beyond The Realms Of Death: This spellsong allows the caster to remove his soul from his body, and spirit it to a place that exists only for him. While within this personal cosmic womb, the caster’s physical form cannot be harmed, save by Primal Magicks. While within, the caster’s own mind, or soul, is free to contemplate whatever it wishes, as well as to engage in any sort of mental research. The caster’s physical form will not age during this time, nor will it suffer from the effects of starvation or deprivation. **Duration:** Until consciously dispelled.

The Single Sonic Sound: This unique spell opens the Spellsinger’s own *current* Power Pool to the forces of the infinite, and allows him to cause damage to a single victim’s own soul at a one Power Point to one Hit Point ratio. In so doing, the Single Sonic Sound causes the total cessation of all sound within its AOE for one Action Phase, and the temporary “pulse” of all magicks within the AOE for one full Combat Round.

Since this spell only acts upon the caster’s own current Power Pool, it is a “variable-cost” spell; meaning that it may only cost 1,000 Power Points (if that’s all the caster has in his current Power Point Pool), or up to whatever number of Power Points the caster currently has in his pool (from 1,000 points onward). The minimum cost of this spell, however, is 1,000 Power Points, and it may not be cast with fewer Power Points than this.

This spell will burn the current number of Power Points in the caster’s Power Point Pool, and will convert this directly to searing, soul-blasting Hit Point damage. The victim is not allowed a Save to avoid this hellish damage, and only primal defenses (such as Primal Shield) will have any chance of protecting or warding the victim. Those destroyed by this spell no longer exist, as their soul has been shredded to nothingness. This spell takes but one Action Phase to cast—but the Spellsinger had best be prepared for the consequences of his all-out, soul-shredding effort, for surely such an action will weigh heavily upon his Karma for all time. **AOE:** at least a 1 foot radius per Power Point burnt.

WITCHCRAFT

Witchcraft is the magick of all things living. It is, by nature, the “fifth force” of magicks, occupying a niche that none but the Witch may exploit to its fullest advantage.

Practitioners of Witchcraft are attuned to the forces of the world, its creatures, and its many spiritual denizens. As such, they are particularly attuned to the spirits of the earth, and are quite adept at their summoning and binding.

Saves Vs. Witchcraft: Witchcraft has no magickal defense, save Witchcraft itself. As such, the damage and/or effects from Witchcraft cannot be warded or defended against by the victim unless the victim is protected by some form of Witchcraft himself (which specifically wards him versus that particular effect!). If the victim is an immortal, then it comes down to who has more primal: If the victim has more, then he takes no effect from the magick; if the Witch has an equal amount of primal or higher, then the victim gets no Save, just like everyone else.

Armor? No problem, though the vast majority prefer to wear no armor at all.

Good Stuff: The Saves, because there aren't any for non-Witches. Spirits are great allies.

Bad Stuff: You have to serve either the Good Earth or the Dark Earth. Most folks tend to prejudice you.

1ST ORDER

Black Curse: This is the basic offensive attack spell for the Witch. Unlike the other realms’ “explosive” offensive spells, there is no bolt of lightning, or magickal energies, seen arcing from the Witch. Instead, his targeted victim will take the damage in the form of horrid malformations, gangrenous sores, and pustule-laden growths which manifest themselves on and inside the victim’s body. (In other words, instead of getting shaken and baked, the victim will be “cursed” by his own interesting form of body-rot.) This may be Boosted. Please recall that there is no Save, though all AP will still apply.

Commune With Nature Spirit: Allows the caster to commune with a summoned Nature Spirit to teach him a single spell of the 1st or 2nd Order. The caster must have the minimum Power Attribute required to cast a spell of that Order in order to learn the new spell. The TTL is one hour per Order of the spell to be learned. Typically this spell (and all of its higher-Ordered Commune-type spells) may be cast but one time per month (or one time every 28 days).

Dowsing: This allows the caster to divine the location of hidden or obscured water or water sources. If there is any possibility of water being nearby, the caster will divine its location. **Save:** vs. PER to find water.

Gloom Sight: This grants the caster the ability common to the denizens of the Midnight Realm. (See the Special Power of the same name for more information.) **Duration:** 1 hour.

Locate Animal: Allows the caster to divine the general direction of and distance to any single designated “normal” animal type. **AOE:** up to 1 mile per level.

Locate Plant: Allows the caster to divine the general direction of and distance to any single designated “normal” type of plant. **AOE:** up to 1 mile per level.

Nature’s Cure: The most efficient healing spell, this enables the caster to heal one Hit Point of damage per one Power Point spent, up to a maximum equal to the caster’s Power Attribute per casting. This will not allow the caster to heal diseases, remove curses, replace lost limbs, or bring the dead back to life. This may be cast personally or upon other willing targets. Nature’s Cure must be delivered by touch.

Summon Nature Spirit: Allows the caster to summon forth a Nature Spirit to do his bidding. (See “Creeping Death” for more information on the Nature Spirit.)

2ND ORDER

Banish Nature Spirit: This allows the caster to automatically banish a single Nature Spirit, with no rolls or Saves necessary—no matter who or what summoned the entity.

Call Animal: This allows the caster to summon forth a “normal” animal to do his bidding. The animal must be a native to the region from where the call issues forth. The caster may ask any single service of the animal, provided that the service neither places the animal in direct danger of losing its life, nor lasts for more than twenty-four hours. **AOE:** up to 1 mile radius per level of the caster.

Commune With Magick Spirit: Allows the caster to commune with a summoned Magick Spirit to teach him a single spell of the 3rd or 4th Order. The caster must have the minimum Power Attribute required to cast a spell of that Order in order to learn the new spell.

Walk With The Mother: Allows the caster to pass over any surface without leaving physical tracks. When combined with Woodland Scent, the passage of the Witch becomes nearly undetectable. **Duration:** 1 hour.

Summon Magick Spirit: Allows the caster to summon forth a Magick Spirit to do his bidding. (See “Creeping Death” for more information on the Magick Spirit.)

Woodland Scent: By boiling herbs, berries, and nuts, then adding them to a bath of pure water, the natural scent of the Witch is replaced by the scent of the earth itself. This charm makes it impossible to track him by scent. **Duration:** 1 hour.

3RD ORDER

Banish Magick Spirit: Does the same thing as does the Banish Nature Spirit, except this time with the Magick Spirit.

Behold: When cast upon any reflective surface, the caster may remotely scry any single named individual, scene, or location on the planet. This is a sight-only effect. **Duration:** 1 Combat Round/level.

Breath Of The Mother: When cast upon crops or plant life, this beneficial magick will not only ensure their health, but also double the normal harvest. This will immediately counter the effects of Plantkill. **AOE:** 1 Acre.

Plantkill: Handy for those weed-infested gardens, Plantkill sets up toxic conditions in the soil that eradicate any and all specified plants (weeds, flowers, crops, etc.) within the one Acre AOE. Areas subjected to this spell become barren and desolate until they are specifically "healed" by magicks. **Duration:** Permanent.

Rainmaker: The Rainmaker spell enables the caster to summon forth a brief downpour that can nourish withered crops, quench parched fields, or water a small herd of animals. This spell may be cast even in cloudless, arid, or desert conditions. **AOE:** 1 Acre per level. **Duration:** 1 minute per level.

Seance: This allows the caster to reach out and contact those who have returned to the earth. Up to three questions may be asked of the departed, though the departed are by no means tasked to reply truthfully unless the caster was or is on good terms with them. The Seance must be held with a prime number (3, 5, 7, etc.) of living beings present in the circle, and at least one of those gathered must be intimately acquainted with the departed, or the spirits will be spiteful at best. Casting time is up to Creator.

Shapeshift: This enables the caster to duplicate a single shapeshift as per the "Shapeshifter" profession/race. With this spell, the caster may duplicate a 1st Order Shapeshift and assume the shape (and relevant powers/abilities at higher Orders) of any single person (or animal, creature, or thing at higher Orders). The caster may only employ this spell personally. Though no Projection is necessary to reproduce a form, the caster must be personally familiar with the person/animal/creature in order to affect a successful shift. For more information on the possibilities, refer to the "Shapeshifter." **Duration:** 1 minute/level.

4TH ORDER

Commune With Arcane Spirit: Allows the caster to commune with a summoned Arcane Spirit to teach him a single spell of the 5th or 6th Order. The caster must have the minimum Power Attribute required to cast a spell of that Order in order to learn the new spell.

Dreamwalk: By tapping into the collective dream-essence of all things, the caster may enter the dreams of any single named individual. Once within, the caster may warp the dreams as desired, calling into play any of the victim's Karmic Manifestations, divulge knowledge in the form of misty dreams to the individual, or simply remain still and view the dreams that transpire in secret. Only those with a Power Attribute equal to or greater than that of the caster may realize the Dreamwalk for what it is, and then they have the option either of continuing the dream or waking themselves. **Duration:** 1 Dream.

Morning Mist: Allows the caster to summon a cloying blanket of fog which will effectively "blind" all those within it who do not possess enhanced

sensory capabilities (such as Gloom Sight). **AOE:** special; 25 feet per level. **Duration:** 1 minute/level.

Shapeshift II: Enables the caster to duplicate the effects of a 2nd Order Shapeshift. (Refer to the 3rd Order "Shapeshift" spell for the particulars.) **Duration:** 1 minute/level.

Summon Arcane Spirit: Allows the caster to summon forth an Arcane Spirit to do his bidding. (See "Creeping Death" for more information on the Arcane Spirit.)

Windsong: The Windsong allows the caster to communicate over great distances by employing the element of Air to carry his message. The Windsong may travel anywhere that the wind itself blows, and may deliver a spoken message equal to one word per level of the caster. Since elemental forces are at work here, the message may be considered to be "instantaneous" in delivery, despite the distance involved.

5TH ORDER

Banish Arcane Spirit: Does the same thing as does the Banish Nature Spirit, except this time with the Arcane Spirit.

Eye For An Eye: This sets up a Pact which causes anyone who dares to attack the caster for damage to take the same exact damage back. The caster will still take the damage, yet the attacker will get his in return. All normal AP will still apply. **Duration:** 1 Combat Round/level.

Riding On The Wind: This enables the caster to fly through the air with the greatest of ease. Movement is at 5X Combat Movement Rate. **Duration:** 1 minute/level.

Shapeshift III: Enables the caster to duplicate the effects of a 3rd Order Shapeshift. (Refer to the 3rd Order "Shapeshift" spell for the particulars.) **Duration:** 1 minute/level.

Spiritwalk: This potentially dangerous spell allows the caster to phase his own soul into the Astral, or the Spirit Plane. No material items are allowed on the trip, though the caster will still be in full possession of his innate Power Points. Travel to and from points intersecting with the Prime is virtually instantaneous, and the caster, unable to physically interact with the real world, may scry the Prime and all its secrets for all they're worth. Since the caster's material form is left behind in a virtually defenseless state, it's a good idea not to leave for long unless the Spiritward is in effect. Return is at will, and the caster suffers no ill effects from the Spiritwalk (unless some Astral entity has other ideas). **Duration:** 1 minute/level.

Spiritward: This protects the caster's material form while he is under the influence of the Spiritwalk spell, barring any attempts at possession by the spirits. This also works under other "normal" conditions, absolutely barring all but the most potent possession attempts. **Duration:** 1 minute/level.

Summer Breeze: This allows the Witch to call forth a healing golden breeze, which will cure everyone within its 5th Order AOE for one Hit Point

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of damage per level of the caster. Also, the Summer Breeze will cure any within the AOE of diseases.

6TH ORDER

Commune With Guardian Spirit: Allows the caster to commune with a summoned Guardian Spirit to teach him a single spell of the 7th Order. The caster must have the minimum Power Attribute required to cast a spell of that Order in order to learn the new spell.

The Deepened Nail: Allows the caster to spike a victim's footprint with a single nine inch nail, causing the victim to immediately suffer the cruel effects of a Devastating Critical Hit. The effects will last until the nail is removed from the footprint. Distance is not a factor, though the victim must be on the same plane as the footprint.

Elemental Lore: This spell allows the caster to hear what is spoken by the wind, whispered by the rain, and groaned by the earth. With it, the caster can divine the presence and specific location of any single person, place or thing provided that the forces of the elements have actually touched, or come into contact with, that person, place or thing. Alternately, this spell may be used to perform a "Lore" Skill Roll (at the caster's appropriate GovAttribute) on any single named object or item to determine its origins, powers, special history, and current location if currently unknown. If the caster already possesses an appropriate Lore skill, then his Skill Roll is considered to be at +5 Mods when this spell is used! Only "cloaking" type spells or spell effects of primal status can countermand or defy this potent divination.

Shapeshift IV: Enables the caster to duplicate the effects of a 4th Order Shapeshift. (Refer to the 3rd Order "Shapeshift" spell for the particulars.)
Duration: 1 minute/level.

Summon Guardian Spirit: Allows the caster to summon forth a Guardian Spirit to do his bidding. (See "Creeping Death" for more information on the Guardian Spirit.)

7TH ORDER

All Senses Clean: The primary function of this spell removes any and all Curses of 7th Order and below from a single recipient, while the secondary effects cure any diseases, restore to normal any lost or damaged senses, and restore any and all lost Hit Points.

Banish Guardian Spirit: Does the same thing as does the Banish Nature Spirit, except this time with the Guardian Spirit.

Meld With Minor Node: This empowers the Witch with the ability to tap into and meld with a Minor Node, or naturally occurring "hot spot" of magick, and draw from it as if it were his personal Power Point Pool, and not a mere Power Battery! (In other words, there's no "limit of seven" with this spell!). The Witch first must locate the Node, then send a bound Spirit (or multiples of Spirits) to it, which will "meld" with the Node. The Node must be fully melded (details are found in "Creeping Death") before the Witch can attempt to tap into it through this spell. Once the Node is fully melded, then

the spell will set up a conduit between the Node and the Witch which will "broadcast" the Node's power to the Witch. As long as the Witch is on the Prime, the magick from the Node will flow into him, and nothing short of Primal Defenses will interrupt the flow. Unlike normal Power Batteries, there is no limit to the number of Nodes which may be melded to the Witch. It's merely up to the Witch to keep his Node free of the baleful influences of rival Witches, who may seek to usurp the Node from him. **Duration:** Permanent, or until usurped by another Witch.

Plague Straw: By means of this physical curse, the Witch can cause a virulent plague to afflict an area. The Witch must first cultivate in darkness 13 select seedlings of wheat, barley, or some similar grain. During the cultivation, the Witch must work his magicks, incorporating a plague of his choice into the magickal seedlings. Once the plague is incorporated into the seedlings, the Witch must transplant the seedlings unto the desired locale, planting them in a spiraling, concentric circle about the area. Once the seedling sprouts, the plague will sweep across the desired area, marking all within with the curse of the Witch. Damage and effects are as per the Disease chosen (see "Diseases").

Shapeshift V: Enables the caster to duplicate the effects of a 5th Order Shapeshift. (Refer to the 3rd Order "Shapeshift" spell for the particulars.)
Duration: 1 minute/level.

8TH ORDER

Life For A Life: This sets up a Pact between two victims, neither of whom has to be willing. If one victim kills the other victim, then the one left living will suffer from one of the following curses: either he will slowly wither away and die for his sin, or he will very quickly suffer the same fate as his victim. The former typically requires one year and one day, while the latter is left to the Creator. The only prerequisite for this Pact is that both parties must be in the presence of the caster when the spell is first cast. There typically is no revocation of this spell.

Meld With Lesser Node: This empowers the Witch with the ability to tap into and meld with a Lesser Node, as per the 7th Order "Minor" version.
Duration: Permanent, or until usurped by another Witch.

9TH ORDER

Earth's Gift: This area enchantment sets up a super-warning within a one mile radius of the Witch's home, in effect providing an "early warning system" which will alert the Witch to any and all intrusions upon his chosen grounds. All things of the earth will work in harmony with the Witch—the trees will blab, the small furry animals will spy, the earth itself will moan when stepped upon, etc.—and these agents will provide the Witch with immediate intelligence upon any sentients who dare to intrude upon his realm. In short, if you're on the Prime and you dare to intrude, you will be spotted, and the Witch will know! The Earth's Gift will endure for the span of one year and one day, at which point the sacred covenant must be renewed by the Witch. **Duration:** 1 year and 1 day.

I Name Thee: This potent curse places an inescapable Pact of death upon a single victim. The caster must point his finger at the victim and name him

by his common name to invoke the Pact. Once invoked, the victim will be forced to die a cruel death within one year and one day. The only escape from this fate is to destroy the soul of the one who cast it.

Meld With Common Node: This empowers the Witch with the ability to tap into and meld with a Common Node, as per the 7th Order "Minor" version. **Duration:** Permanent, or until usurped by another Witch.

Season Of The Witch: This empowers the Witch to instantly bind and/or banish all spirits by mere voice or presence alone, with no need to cast spells. Up to one Spirit of any type may be bound or banished per Action Phase while this charm is in effect. **Duration:** The span of time running from 1 month prior to and 1 month after the Witch's birth-month (a 3 month total duration).

10TH ORDER

Meld With Greater Node: This empowers the Witch with the ability to tap into and meld with a Greater Node, as per the 7th Order "Minor" version. **Duration:** Permanent, or until usurped by another Witch.

Sacred Grove: Through the casting of this spell, the caster may permanently create a sacred area that is "tied into" The Dragon itself. While within the grove's bounds, the Witch will gain the following powers:

First, the Witch can bind Spirits to him without the necessity of casting any of the "Binding" spells, as well as to "Banish" any Spirits, as if under a super "Season of the Witch." The Sacred Grove also provides a continuous, super-powered Earth's Gift with a radius equal to the AOE of the Sacred Grove itself. Also, the Sacred Grove provides a place for potential worshipers to worship The Dragon (or, alternately, Chthon). While within the bounds of the grove, the caster will regenerate as if he possessed True Regeneration. Those intruders who are inimical to the Witch's chosen patron must make a special Save vs. their own Code (vs. the Good Earth if the place is sacred to the Dark Earth, and vice versa) at the start of each and every Combat Round to remain within; those who fail will instantly flee at best possible speed, and will be extremely loathe to return.

The dimensions of the Sacred Grove are a standard one mile radius, though this can be expanded by an extra +1 mile radius per multiple of 10,000 Power Points that is expended over the 10,000 point cost of the spell itself. A Sacred Grove may only be destroyed permanently by first killing the Witch who cast it, by destroying all its inhabitants, and then by desecrating it—which will *definitely* draw the most hateful enmity of all those loyal to the Witch's cause.

Duration: Permanent

WIZARDRY

Wizardry deals with every facet of magick, though it specifically concentrates upon the potent Power Words, Signs, Gestures, and Symbols. Practitioners of Wizardry are able to invoke the majority of their spells merely by a single word or gesture.

Saves Vs. Wizardry: There is a Power Save vs. all "damage" spells for half damage. Armor Protection will be allowed for most damage-type effects, unless specifically stated otherwise.

Armor? Most Wizards prefer to do without, if merely to underscore their own personal potency.

Good Stuff: All Power Words, Power Signs, Gestures, and Symbols take but one Action Phase to cast, no matter their Order.

Bad Stuff: All Power Words, Power Signs, Gestures, and Symbols affect but a single victim. All other spells, unless noted otherwise, require the normal casting time of magicks of that particular Order.

Note: It is possible to Boost the AOE for all damage-type spells of Wizardry; however, the "Base" of the spell—regardless of its own Order—is set at a mere, lowly 1st Order Base. This means that a 3rd Order Word of Power, which normally would strike but a single victim, could be Boosted to strike, say, a 5' radius AOE (2nd Order Boost). Since the Base is 1st (and not 3rd, as one may think), the cost would be double.

1ST ORDER

Gesture Of Power: The basic offensive spell of Wizardry, this empowers the caster to cause 1st Order magickal damage to any single victim by simply pointing his finger at him (and casting the spell, of course). The Gesture of Power produces a pencil-thin beam of magickal energy (of any one of the five elemental types; see Battlemagick for more info) which will automatically strike its victim.

Levitate: This basic spell of movement empowers the caster to float either horizontally or vertically at the astounding CMR of 1. The caster may carry up to ¼ his MaxLift while he levitates. **Duration:** 10 minutes per level.

Magick Sense: This spell duplicates the Magick Sense Special Power, and is included in the Wizard's arsenal for purposes of Artificing, should it be employed. **Duration:** 1 Combat Round per level.

Power Word: Light! Empowers the caster with the ability to cause a bright, bluish magickal light to radiate from any targeted non-living object or item. This light will provide bright illumination within a radius of one foot per level of the caster. **Duration:** 10 minutes per level.

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Power Word: Silence! Empowers the caster to command the instant and total silence of any single victim for one Action Phase per level of the caster. **Duration:** 1 Action Phase per level. **Save:** vs. WILL to resist.

Veil Of Protection: This basic defensive spell allows the caster to erect an invisible barrier of personal protection which will grant him one point of AP per Power Point invested for the duration of the spell. (Refer to the 1st Order Sorcery spell "Plasma Shield" for more information). **Duration:** Until brought down, or until consciously dispelled.

2ND ORDER

Detect Control: Empowers the caster to examine any single creature and determine what, if any, magickal controls or influences are in place upon it. This spell will accurately define all magicks of 7th Order and below, while Master Magicks will baffle it. **Duration:** 1 Combat Round.

Glide: This empowers the caster to defy gravity at a pace equivalent to his own CMR. The caster may carry up to ½ his MaxLift while he glides. **Duration:** 10 minutes per level.

Power Word: Forget! This will cause any single victim to totally forget and disregard all previous actions. The span of time erased from the victim's memory is equivalent to one minute per level of the caster. **Save:** vs. INT to ignore.

Power Word: Open! Empowers the caster, by utterance alone, to open any non-magickally held door, object, or item, or to remove any single Wizard's Lock (or other 1st or 2nd Order "lock" spells) per casting. If the latter effect is employed, then another casting must be made to open the conventional locks.

Power Word: Sleep! This will cause any single victim to lapse into a deep, natural slumber. Any attack upon the creature will cause this effect to cease, as will any noise, sound, or action that would normally rouse the victim from natural sleep. **Duration:** 1 complete sleep-cycle, or until awakened. **Save:** vs. WILL to ignore.

Wizard's Lock: Allows the caster to place a sturdy ward upon any single non-living object or item which will assure that its locking mechanism may not be picked or defied by any means other than magick. While sheer physical damage to the item may bypass the Wizard's Lock and cause the warded item to burst open, it probably won't be done too quietly, and in any case the lock itself will absolutely remain locked. **Duration:** Until removed.

Wizard's Mark: This allows the caster to place his own personal "wizard mark" upon any single non-living item or object, and thus ward it versus the touch of anyone else. Those who dare to touch an item thus marked will take one Hit Point of damage per level of the caster. And while this may not seem like much damage, the violation of this personal ward will instantly alert the caster to

the fact that one of his toys has been tampered with. **Duration:** Until violated.

3RD ORDER

Aura Of Protection: This is the 3rd Order variant of the Veil of Protection. **Duration:** as per Veil of Protection.

Fly: This empowers the caster to fly at 3X his CMR. He may carry up to fl of his MaxLift while so doing, if sorely pressed. **Duration:** 10 minutes per level.

Power Word: Fear! This will cause any single victim who fails his Save to flee the scene in the most direct manner possible, and to continue to flee for the duration of the spell. However, any victim who suffers from the Karmic Manifestation "Fear" will receive no Save, and will crumple to the ground in total, gibbering, helpless fear for the duration. **Duration:** 1 Combat Round per level. **Save:** vs. PRE to ignore.

Power Word: Heal! This allows the caster to heal any single target, including himself, of up to one Hit Point per level. This spell must be delivered by touch.

Power Word: Stop! This will cause any single victim to immediately cease all movement, all attacks, and all spellcasting for the duration of one Action Phase per level of the spellcaster. **Duration:** 1 Action Phase per level. **Save:** vs. CON to ignore.

Word Of Power: This superior version of the 1st Order "Gesture of Power" spell allows the caster to cause more damage.

4TH ORDER

Banish Influence: This empowers the caster to banish the effects of the lesser (that is, 7th Order and below) "charm" or "suggestion" type magicks.

Phase: This empowers the caster to spirit himself from one point to another. The Phase "pops" the caster from one point to another within the AOE of the spell. The spell requires but one Action Phase to cast, and the caster will disappear from reality at the end of this Phase. At the end of the next Phase in the Combat Round, the caster will reappear at his desired location. The caster must have a "line of sight" view of his destination in order to Phase to it.

Power Word: Devastate! This allows the caster to inflict a Devastating Critical Hit upon a single victim. Those with the Special Power "Toughness" are totally immune. **Duration:** 1 Action Phase per level. **Save:** vs. CON to ignore.

Sign Of Revelation: This will reveal one power, ability, or attribute per Action Phase of any single creature or item targeted by

the caster. This will read through any protections of 7th Order and below. **Duration:** 1 Action Phase per level.

5TH ORDER

Power Word: Stun! This allows the caster to stun any single victim. Damage done is "Stun" damage (see "Damage"), which will instantly bring the victim down to a number of Hit Points equal to 0 - his CON. Recovery then is as described in "Damage," or at the Creator's discretion. Those with "Toughness" laugh at this spell. **Duration:** Special; see "Stun." **Save:** vs. CON to ignore.

Mass Phase: Like the 4th Order "Phase," this empowers the caster to "pop" to any visible location within the AOE of the spell. However, the caster now may take up to one additional person per level with him.

Shroud Of Protection: This is the superior version of the 3rd Order "Aura of Protection." **Duration:** as per Aura of Protection.

Shroud Of Secrecy: This will personally protect the caster from any scrying or divination attempts of 7th Order and below. **Duration:** 1 hour per level.

Sign Of Power: This superior version of the 3rd Order "Word of Power" spell allows the caster to inflict more damage.

6TH ORDER

Planar Phase: This allows the caster to traverse the planar boundaries, in essence "popping" from one level of reality to another. While the caster can pop from one plane to another with this spell, he is in no way empowered to actually cover any physical distance with this spell. This means that he can only phase to and from contiguous, or touching, points of planes. Attempts to phase to planes that are not contiguous will result in the failure of this spell.

Power Word: Destroy! This allows the caster to disintegrate up to 10 lbs. per level of non-living, non-magickal mass per casting. This spell will have no effect on living creatures, nor will it destroy any magicks or magickal items.

Power Word: Pulse! This inflicts the dread "Pulse" upon a single victim. Effects and duration are as per the "Pulse."

Shroud Of Reflection, Attacks: This will cause any physical attacks (in-close and ranged) to rebound and reflect back upon its originator. The caster will take no damage. **Duration:** 1 Combat Round per level.

Shroud Of Reflection, Magicks: This will cause any 7th Order and lower magicks targeted upon the caster to rebound and reflect back upon its caster. The caster will take no damage. This

will reflect "area" type magicks. **Duration:** 1 Combat Round per level.

7TH ORDER

Mantle Of Protection: This is a stronger version of the Veil of Protection. As with its brethren, it protects only the caster (which, at 7th Order, can mean a virtual fortress of shielding energies...). **Duration:** as per Veil of Protection.

Mass Planar Phase: This allows the caster to phase both himself and up to one additional person per level as per the 6th Order "Planar Phase" spell.

Power Word: Kill! This will slay any single creature or person targeted by the caster. The victim will be brought down to a negative Hit Point total equal to its CON Attribute by this spell. **Save:** vs. CON to ignore.

Power Word: Transport! Allows the caster to instantaneously transport himself to any location on the same planet that he can currently see, or has seen before. The caster must have some personal knowledge of his destination. He may not transport "blind" to a destination that he has never before seen. He may, however, if he's feeling lucky, state a specific "blind" transport, such as "one mile straight up," or "100 feet directly before me." In such a case, the destination (and possible fatal results of an "accident") are left to the Creator's discretion. The caster may take along up to ½ his MaxLift with this spell. However, he may not carry along an additional sentient.

Symbol Of Power: The superior version of the 5th Order "Sign of Power" spell, this allows the caster to cause even more damage.

Zone Of Secrecy: This will protect the caster and the entire AOE from scrying and divinations of the 7th Order and below for the duration. **Duration:** 1 hour per level.

8TH ORDER

Power Word: Mass Transport! This empowers the caster to transport as per the 7th Order "Power Word: Transport" spell. Now, however, the caster can bring along up to one additional person per level.

Symbol Of Freedom: This is the counterspell to "Symbol of Imprisonment." Other side-effects of this all-freeing dweomer include the banishment of any and all traps, ensnarements, and otherwise entangling devices, charms, and effects within the AOE.

Symbol Of Imprisonment: Entombs the victim in a state of suspended animation deep within the bowels of the world until released by the appropriate counterspell, "Symbol of Freedom." **Duration:** Permanent, or until freed. **Save:** vs. STR to ignore.

9TH ORDER

Greater Symbol Of Freedom: This spell releases any image upon any surface and makes it real for one hour per level. Images may range from pictures in a book, to holograms, even to images upon a computer screen. Images do not have to be alive to be released (a picture of a sword would become a real sword for the duration; an illustration of a vintage WWI biplane would become quite real, and quite flyable). If alive, the realized image will do the caster's bidding to the best of its ability. The limit to the size of the released image is approximately one ton per level, though this can be boosted by burning an additional 1,000 Power Points per extra ton over the normal limit. Additionally, the Greater Symbol of Freedom will counter the Greater Symbol of Imprisonment, as well as any of the lesser ones of its ilk.

Greater Symbol Of Imprisonment: Suspends the victim or any single target upon any surface (the page of a Spellbook; the face of a sundial; etc.) desired by the caster until released by the appropriate counterspell, Greater Symbol of Freedom. The victim will remain somewhat aware of his new surroundings, yet will be in no condition to act. The mass limitations are as per the Greater Symbol of Freedom. **Duration:** Permanent, or until freed. **Save:** vs. STR at -1 per level of caster to ignore.

Space Warp: No longer a simple Power Word, this potent enchantment allows the caster to establish a conduit between worlds, space, time, and dimension. Any single location in the known cosmos may be visited by the caster once he establishes his Space Warp. The only limitation to the power of the Space Warp is that it cannot pierce the "Dream Barrier," or the metaphysical barrier between Metaspheres (like the one between your average "fantasy world" and our mundane "real world," or the one between two different "campaign worlds.").

The warp itself is fixed in place, and may be opened in either the horizontal or vertical plane up to a radius of one foot per level. The warp will remain stationary until dispelled by the caster (which he can do at will, from either side), and will remain unchanged until a critical threshold of one minute per level of the caster has been reached. If the caster allows the warp to remain until that point, then there is a cumulative chance of 1% per minute after the critical threshold is reached that the warp will expand uncontrollably, at a geometric rate, sucking everything into its maw and transporting it to the original destination, until it reaches a new point of equilibrium and vanishes. For each Phase that passes after the warp begins to expand uncontrollably, it will *double* in radius. This will continue until equilibrium is reached. Every Phase, there is a 1% cumulative chance that equilibrium will occur. Casting time is one Action Phase.

10TH ORDER

Master Warp: A larger "Space Warp," the Master Warp is a "smart" stationary warp that will not expand like the potentially dangerous Space Warp. It also has a potentially greater radius, as it can cover up to a 10 foot radius per level of the caster. While it will normally last but for one minute per level, this duration may be expanded by feeding the Master Warp additional power just prior to the one minute per level expiration. For each 1000 Points of power "fed" to the Master Warp at this time, it will linger for an additional hour. The Master Warp can easily bridge two different Metaspheres. For instance, it can easily bridge "Earth" and "SenZar," the so-called "Dream Barrier," which separates the Metaspheres, meaning little to its superpowered magicks. Casting time is one Action Phase.

Power Word: Damn! Utterance of this most profane word causes the utter and complete damnation of any single victim's soul. Unless the victim is a true immortal (see "The Immortal Rules"), you can burn his Character Sheet. If the victim is an immortal, has no soul to begin with (such as a Golem), or is protected by Primal Defenses, then he'll totally ignore the horrid effects of this spell. *Note: Only Primal Magicks will restore the victim's blasted soul.*

Some God Guy bothers me, so I send him away.
(Sprunge)

I stay put, and something comes to eat the horses!
(Avora)

THINGS MAGICK

First, a brief primer on the three most famous “schools” of magick.

The Collegium

The Collegium: Existing in some incarnation since the earliest days of Zengara, the Forever City, the Collegium is the premier center for magickal study and research on the planet. Many students of the magickal arts receive their initial training here, and many of those graduates eventually return to receive advanced training in their profession, or to pass on their own knowledge to another generation of hopefuls. Magick items may be appraised or divined here, bought and sold. Also, certain magickal items, including certain alchemical items, may be commissioned for creation by the Collegium’s highly skilled artisans and enchanter.

Admission & Membership: In order to use the facilities, one must become a member, a fellow, or a patron of the Collegium.

Collegium Member: Members are those magick users who are currently enrolled in the Collegium as students.

Admission: To gain admission, the student must pass a rigorous battery of pre-professional magickal tests, which run the gamut from character determination to sheer mental invasion. The tests last an entire week, which is affectionately known as “Hell Week” by those who have survived it. The admission tests are held four times a year, at the equinoxes and solstices. Any student may attempt to gain admission by request. (His background will be thoroughly examined even before he gains admission to the tests!)

Costs: None. Once admitted, the student is on a full “scholarship,” which provides for all needs.

What Do I Get? After the requisite time of study (ranging from a few years to seven or more for Wizards), Members become 1st level in their chosen profession, receive seven free spells from their field, and/or four free spells from their field (if they are Semipro with it). Plus, they get to return as a “post-grad” Fellow whenever they like.

Collegium Fellow: Fellows are those “post-grad” (1st level & higher) magick users who have returned to the Collegium either to teach or to learn.

Admission: Status as a former student.

Costs: Fellows are expected to pay their own way by teaching for an amount of time equal to their own study time at the Collegium. They may, however, choose to pass on the teaching, and instead simply pay a yearly fee of 1,000 Stars per level to pay for their studies.

What Do I Get? Free access to the best library in the world, where all sorts of “book” research may be done at no cost. Access to spell study, which will allow the character to pick up a new spell from his profession for the cost of a mere 1,000 Stars per Order of the spell. This covers only those spells of 7th Order and below (Master Spell study must be made by special arrangement—as in “Connections”). Free access to research labs is provided, though the character must pay for any rare or special ingredients required. Free analysis and identification of magick items is also available to the Fellow. The Fellow may also buy, sell, and commission magick items at standard

prices. This includes Scrolls of 7th Order and below, which may be purchased at the “Cost” value (see “Scrolls”).

Collegium Patron: Patrons are those “non-spellcasters” or “foreign” spellcasters who earn their membership in the Collegium by donating substantial sums of money or magicks.

Admission: Patrons are not directly screened as are Members or Fellows, who actually learn or teach magicks. They are, however, interviewed, and though no magick is employed, the potential Patron’s character is evaluated.

Costs: The Patron must pay a one-time flat fee of 1,000 Stars per point of Fame, as well as an annual endowment of 1,000 Stars per level.

What Do I Get? Free access to all research books in the library. Analysis and identification of magick items, at 1,000 Stars per item. The Patron may also learn spells of the 7th Order and below, for 10,000 Stars per Order of the spell. Patrons may also sell items at standard prices. They may purchase or commission magick items at standard prices, though any unusual purchases or commissions (as in any Master Spells or similar power-effects) must first be approved by a reviewing board (for security purposes). Scrolls of 7th Order and below may be purchased, but at the “Value” price (see “Scrolls”).

The Collegium & Credit: The Collegium is the one place on SenZar with enough of a reputation to serve as a legitimate “bank.” In fact, the Collegium serves not only as Zengara’s chief bank, but also as most of the civilized world’s. In lieu of money, many financial transactions may be carried out by means of Collegium Credits (with 1 Credit = 1 Star); these transactions being sealed by personal seal, mark, promissory notes, or, in rare cases, by palm- or retina-scanning technomagick. Virtually anyone may deposit his monetary funds into the Collegium—there’s no membership requirement; just financial—and, miraculously enough, there is no charge to keep the money in the bank, to use the credit system, or to withdraw any or all real monies at any time. There is one catch, however:

Minimum to open Collegium Credit account = 10,000 Stars

Transporting (Optional): For high-powered campaigns, the Collegium can act as a transport center, capable of transporting virtually anything anywhere. Through the use of its mega-powered magickal transporters, virtually any locale on the planet that can be scryed and is not warded versus transport may be reached, for the mere cost of 1,000 Stars for members of the Collegium, and 10,000 Stars for all others. The power of the transport is roughly equal to that of the “Power Word: Mass Transport” spell of Wizardry. While Space and Master Warps are possible to obtain, they typically are restricted to Headmaster-ranked NPCs and the like, with the Space Warp costing 10,000/100,000 and the Master Warp costing 100,000/1,000,000.

Note: Prices are not for a round-trip. Getting there is easy, of course; getting back, unless properly prepared (or properly scryed by the Collegium), might be rough.

Collegium Structure, Faculty & Staff: The Collegium caters to all the realms of magick, with practitioners of all the realms staffing the college and serving in various capacities as instructors, researchers, and administrators. The organizational structure is as follows:

Title	# per realm	Relative Level
Apprentice	up to 77 per realm	1st - 4th
Acolyte	up to 22 per realm	5th - 9th
Adept	up to 9 per realm	10th - 12th
Master	up to 3 per realm	13th - 14th
Headmaster	1 per realm	15th +

Additionally, there are various technicians, scholars, scribes, and research assistants serving auxiliary roles in the Collegium. Although they may not have true “levels” in the strictest sense of the word, you can bet that at least one of the “up to 10” has a “Master” Skill Rating in the applicable skill (such as “Lore”).

Title	# per realm
Scholars	up to 10 per realm
Scribes	up to 10 per realm
Technicians	up to 10 per realm
Research Assistants	var., staffed by Fellows

Finally, security at the Collegium is provided by a small cadre of elite “Black Dragon” guardsmen (the same who serve the Overlord of Zengara as his palace guards). Not that security is ever truly needed at a place staffed by the finest spellcasters on the face of the planet, but they do serve, and serve well. The cadre is staffed as follows:

Title	#	Level
Black Dragon Guard	12	10th level Warrior
Battlemage	3	10th level Battlemage
Black Dragon Captain	1	13th - 15th level Warrior

Why The Security? Although they are technically “on call” at all times, the Black Dragons don’t actually guard the grounds of the Collegium. Instead, deep below the grounds, down in the 13th sub-level below the surface, there resides a little-known and little-used group of “holding cells,” which are used on occasion to hold various creatures brought in for study, or for the occasional prisoner who merits a special facility for his detainment or imprisonment.

Great! Holding Cells! Well, it’s “great” as long as you’re not in them. There are at least seven of the Holding Cells in operation at all time, and more can be “morphed” large enough to contain a small army of prisoners, if necessary. Escape is possible only through Primal Magicks. (Why so escape-proof? Picture an army of spellcasters enchanting a prison, and you’ll get the picture.)

The “Egg Room”: Finally, there’s a wild rumor that at the lowest depths of the subsurface portion of the Collegium, beneath even the dread Holding Cells, there lies an immense hoard of magical artifacts which only the Headmasters themselves may visit (and only by committee, too). Artifacts of power, singular Tomes and rare Grimoires, primal-powered hoardables, and even a rumored “super-prisoner” or two allegedly are entombed within the Exotic-alloyed walls of the Egg Room.

The Shadow Hawk Guild

The polar opposite in mindset and practice of the Collegium, the Shadow Hawk Guild (located in the ancient City of the Sand Kings, Rotath) selects its students, trains them, and forces them into a pact of eternal subservience to its dark ideals. While all realms of magick are taught and practiced within the Guild, only the darker and more corrupt concepts are stressed—and heaven help he who seeks to emphasize other more “noble” ideals within the blackened halls of the Guild.

Selection & Admission: This is determined only by design of the Shadow Hawk himself, who serves as the master of the Guild. Guided by forces beyond mortal ken, the Shadow Hawk’s visions determine who is to be selected for training, and the selectee is then forcefully incarcerated into the guild to begin his lifelong service to darkness. While it is possible to join the Guild once one’s career has already begun, the potential candidate must pass an elaborate, incisive, mind-invading admissions test, which more often than not will test the candidate to the limits of his abilities, if not his sanity and soul.

Shadow Hawk Structure, Faculty & Staff: There are nine Circles of power within the Guild. All those who make it into the nine Circles are henceforth known as “Disciples of the Dark Phoenix” (which is as obscene and as perverse as it sounds, “The Phoenix” being the bastion of all things good for some folks). Only those with “levels” may become members of the Circles (no “students”). The 9th, or outermost, Circle contains the lower-level apprentices as well as a large array of spies, assassins, and other such essential personnel. The 8th through the 2nd Circles contain battle-hardened, highly skilled practitioners, while the 1st, or innermost, Circle is the domain of the Shadow Hawk himself.

Trial By Combat: Progression from one Circle to another is by trial of combat. If a lower Circle disciple defeats a disciple from a higher Circle, then he takes his place in that higher Circle. The loser forfeits his soul, or, if fortunate, is demoted and forced into a brief term of exile until he has once more proven himself. These trials are held four times per year for the 9th through 3rd Circles; one time per year for the 2nd Circle; and by challenge only for the 1st.

For Those About To Die: The Shadow Hawk arranges and approves the “initiation” challenges, where neophytes vie with one another for the chance to join the 9th Circle. Once “in,” they may immediately issue challenge to an 8th Circle disciple, or they may bide their time until they feel confident enough to risk all. The Shadow Hawk must approve of all challenges, up to and including his own, should someone be so bold as to risk *eternal damnation* (there’s no “demotion” at that level of challenge).

The Nine Circles: The number of Disciples within the Circles is fixed, and will rarely if ever vary. The number of Disciples per Circle is provided below, as is the “average level” of your typical member of that particular Circle.

The 9 Circles # of Disciples Avg. Level

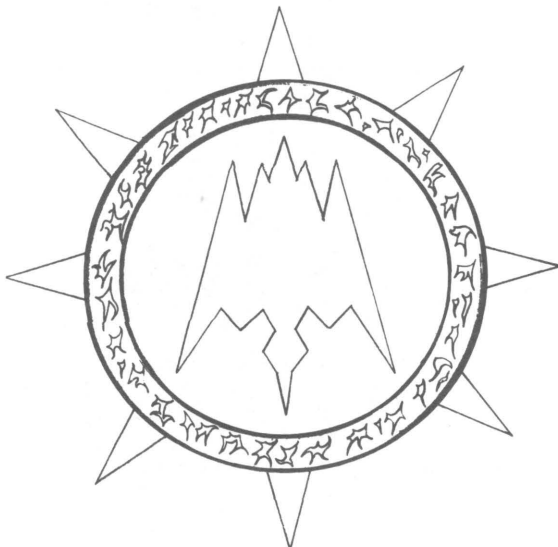
9	764	1st
8	77	3rd
7	51	5th
6	33	7th
5	27	9th
4	21	11th
3	15	13th
2	12	15th
1	1	???

Sure, But What Can I Get Here? One gets what is given, and one takes what cannot be given. Suspicion, paranoia, and fear are the rule in the Shadow Hawk Guild. Money (as well as outright bribes and coercion) still work wonders, though, and any “prices” or “services” for Disciples (they’re the only ones who can use the facilities) may be considered as per the Collegium’s most advantageous ones. Any second-party “identifications” may be risky, as the item being identified may be stolen or replaced by one of inferior quality (thus are many challenges made, no doubt).

What About Things Magick? They all belong to the tougher Disciples, and aren’t for sale. Remember the part about “taking what cannot be given?” That’s what challenges are for.

What About Guards, Holding Cells & Egg Rooms?

Guards are rumored to be of the Dark Earth, which means hardened mercenaries and, possibly, Mokarr Death Squads teamed with high-level Assassins (see “Creeping Death” for more information on Mokarr Death Squads). Golems, Constructs, and “intelligent monsters” doubtless round out the guardian roles. Holding Cells are in fact super-protected “magickal dungeons,” equal in power to the Collegium’s own, yet of a decidedly darker bent. As for any “Egg Room,” one has only to look so far as the Shadow Hawk’s own sanctum—if one dares.



Witchhold

Like the Collegium and the Shadow Hawk Guild, Witchhold, on the Isle of Witchhold (or simply “Witchhold”), is yet another highly organized guild of spellcasters. Unlike the other two guilds, however, Witchhold elects to swear neither by “good” nor by “evil”; tending more towards the “neutral” view in both magick and ideals.

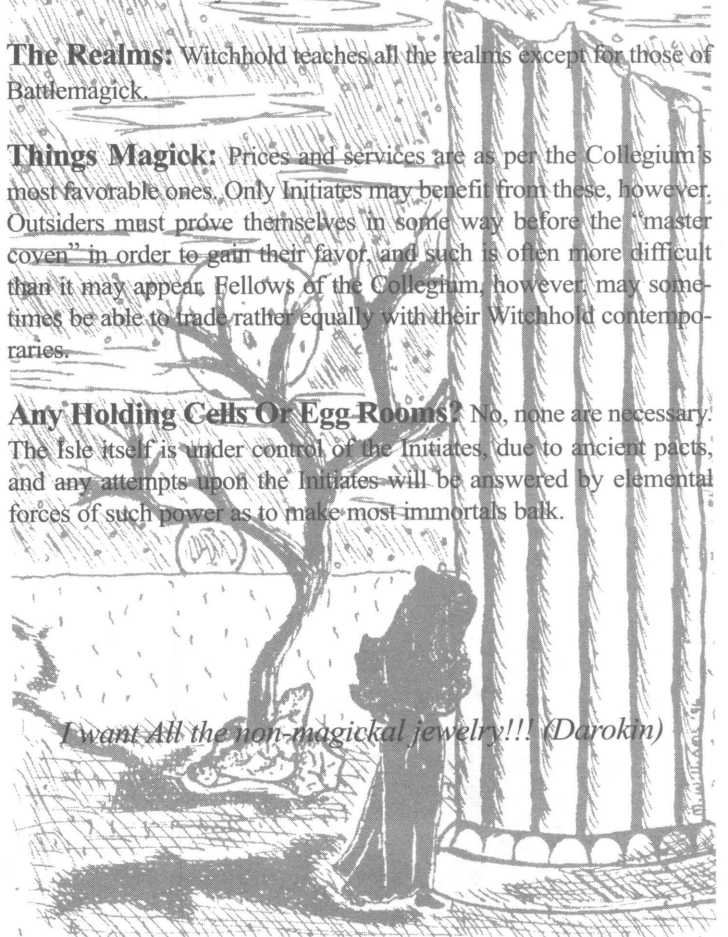
Selection & Admission: Potential candidates for admission must make their way to the Isle, and prove themselves worthy of an education in the arcane arts by passing a “magickal litmus test,” which will test their moral/ethical inclinations and potential for magick. This nonviolent evaluation (which resembles a magickal version of the standard psychological personality profile) is designed to weed-out those who are prone to the extremes of moral and ethical beliefs and ideals, selecting only those who are of strong, yet neutral-minded, character. Those who pass this test may begin their official training, and henceforth are known as “Initiates.”

Witchhold Structure, Faculty & Staff: Being more remote and more selective than either the Collegium or the Shadow Hawk Guild, Witchhold naturally has the smallest enrollment of the three. The Initiates comprise the entire faculty and staff, serving without the interference of outsiders (and the uninitiated). Each different realm of magick is overseen by a coven of 12 Initiates, ranging in level from 1st to 15th. A “master coven” of the 12 most powerful Initiates of the different covens form a loose council that oversees the affairs of the entire body. In truth, there is no one “master” of Witchhold, as its affairs are decided by committee.

The Realms: Witchhold teaches all the realms except for those of Battlemagick.

Things Magick: Prices and services are as per the Collegium’s most favorable ones. Only Initiates may benefit from these, however. Outsiders must prove themselves in some way before the “master coven” in order to gain their favor, and such is often more difficult than it may appear. Fellows of the Collegium, however, may sometimes be able to trade rather equally with their Witchhold contemporaries.

Any Holding Cells Or Egg Rooms? No, none are necessary. The Isle itself is under control of the Initiates, due to ancient pacts, and any attempts upon the Initiates will be answered by elemental forces of such power as to make most immortals balk.



I want All the non-magickal jewelry!!! (Darokin)

MISCELLANEOUS LOOT

Miscellaneous Loot: This is provided for those Creators who are pressed for time, who are making it up as they go along, or who are simply to lazy to determine "The Loot" for themselves. We use it all the time to quickly resolve those "random" or "illogical" or simply "stupid" encounters.

MISC. LOOT

Type	Stars	Crowns	Eagles	Gems	Art
1	10-100	1-10	1-4		
2	20-200	10-100	1-4		
3	100-1,000	10-100	1-10	1-10	
4	1-3,000	10-100	10-100	1-12	1
5	1-4,000	100-600	10-100	2-16	1-2
6	1-6,000	100-600	10-100	2-20	1-3
7	1-10,000	100-1,000	10-100	3-30	1-4
8	2-20,000	100-1,000	100-600	4-40	1-6
9	5-50,000	1-3,000	100-600	5-50	1-8
10	10-100,000	1-4,000	100-1,000	10-100	1-10

Type: This is the Type, or relative "level of difficulty," of the encounter. Each Type is equal to roughly 10 Kill Factors, or levels, of monsters (see more information on "Kill Factors" in "Creeping Death"). Obviously, some monsters may have more, or less, than is indicated. This is left to the Creator, who may modify the typical amounts of Loot either positively or negatively, depending on his whim.

So Where Do I Find The Loot? Once combat is over, the party can search the grounds of the lair for the loot. Depending on the relative intelligence of the defeated, the loot may be loosely and randomly distributed (hence the random table), or it may be cleverly hidden and/or guarded with tricky-traps, magick, or what-have-you. This is up to the Creator. He may simply decide that there's no need to search long and hard, and he may just begin rolling the bones then and there, while the party relaxes in comfort, to determine what you found. Or he may decide that you'll have to sniff out the loot, defuse the many hidden tricks and traps, and then escape the lair before more Bad Guys show up.

Gems & Jewels: For those who are too lazy to determine the value of Gems & Jewels on their own time (like most Creators), we've pro-

vided a handy table (see below) for random determination of the Base Values of Gems & Jewels.

Random Gems & Jewels

d100	Base Value	Type
01-25	1	Ornamental
26-50	5	Semiprecious
51-70	10	Fancy
71-90	50	Precious
91-99	100	Gems
100	1,000	Jewels

Base Value is in Zengaran Silver Stars
Power Stones Note: To merit one of the seven Power Stones, you must roll on the "Random Magick Loot" table. All other "gems" and "jewels," no matter their eventual value, simply aren't magick.

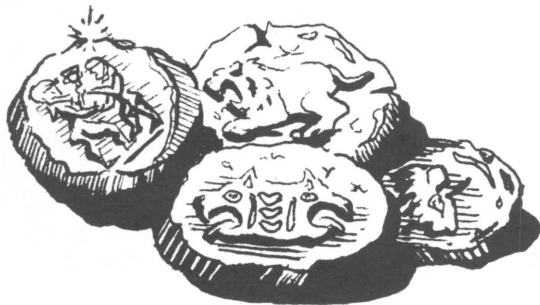
Objects D'Art: In addition to all those shiny and pretty gems and jewels one may stumble upon, there are also the occasional "Art Objects" one may find. These may range from the obvious (like a painting by a well-known artist) to the sublime. These rare beauties may indeed be one man's trash, and another man's treasure. It's up to the character with the "Appraise Loot" skill to make the call. (Once again, there's a table below for the lazy to make random determinations.)

ART OBJECTS

d100	Base Value
01-10	10-100
11-25	30-180
26-40	100-600
41-50	100-1,000
51-60	200-1,200
61-70	300-1,800
71-80	400-2,400
81-85	500-3,000
86-90	1,000-4,000
91-95	1,000-6,000
96-99	1,000-10,000
100	1,000-100,000

Base Value is in Zengaran Silver Stars

Base Value: You can leave it as it is, or you can augment it with random die rolls.



Random Magick Loot

We Suggest: We suggest that you ignore the convenient, easy-to-use tables provided for the random determination of magick items. The tables are there only for the Creator who is too lazy, too tired, or simply too busy to properly place magick items in a "lair" beforehand.

Random Magick Loot

<u>Kill Factors</u>	<u>Random Magick Loot</u>
1-9	0
10-19	1
20-29	2
30-39	3
40-49	4
50-59	5
60-69	6
70-79	7
80-89	8
90-99	9
100+	10

Kill Factors: The "Kill Factors" are roughly equivalent to the "levels" of the monster (more information on "Kill Factors" can be found in "Creeping Death"). Multiple monsters with multiple Kill Factors should be tallied together for purposes of determining this. This should only be used for monsters within a single "lair," or within a single encounter.

The "Random Magick Loot" Is Pretty Generic, Isn't It? Yes, but that's what you get when you use a pretty generic table for random determination. Once you're satisfied with the number of Random Magick Loot, simply continue on to the next section and use

the "Things Magick" table to randomly determine your Random Magick Loot.

Things Magick

Category Of Things Magick

d100

01-19

20-29

30-39

40-44

45-49

50-54

55-59

60-64

65-69

70-74

75-79

80-89

90-99

100

Things Alchemical

Scrolls

Rings

Spellbooks & Manuals

Items Of Faith

Shinies & Pretties

Cloaks

Boots, Gloves & Thingies

Storage & Summons

Rock'n'Roll

The Weird Stuff

Armor

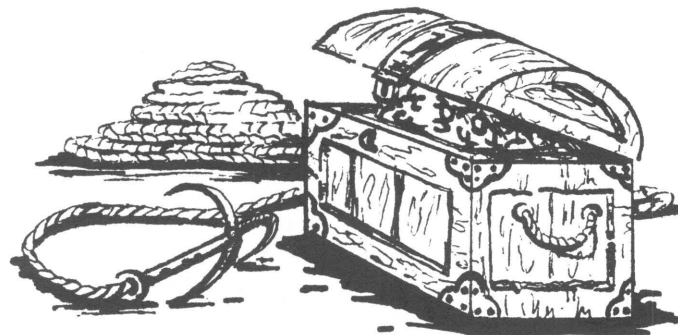
Weapons

Artifacts

Random Magick: Once you've finished determining the general category of your Random Magick, consult the appropriate section following for yet another random roll (for Things Alchemical and Scrolls), or for a simple selection at the Creator's desire (for the rest of the goodies).

Random Determination: After the Things Alchemical and Scrolls sections, there are no more handy percentile tables for random determination of Things Magick. From the Rings section onward, it's up to the Creator to determine the "random" selection of Things Magick.

But Why? With Things Alchemical and Scrolls, we must admit that tables are rather handy, if only to facilitate quicker selection of Loot from all the possibilities within those two sections. Each has seven Orders plus Master Spells to cover, and the Scrolls also have the different realms of magick to cover, so sometimes quicker is better, even if it means invoking the dread "table of random magick." From the Rings section onward, the Things Magick will be broken down by section, with the individual listings within the section progressing from the "lower-powered" items to the "higher-powered" ones, with the notable exception of the "artifact" items, which will be covered in the last section.



I don't care what we get, as long as we get all! (Havok)

THINGS ALCHEMICAL

Things Alchemical are, naturally enough, produced by Alchemists. The actual items, devices, and substances that they are capable of creating are dealt with in detail in the "Magicks" section, under "Alchemy."

Again, for those who are just a bit too lazy to decide for themselves, we have provided a convenient table for random Things Alchemical determination. Things Alchemical typically will be found in a one dose amount.

Things Alchemical

<u>d100</u>	<u>Category Of Things Alchemical</u>
01-33	1st Order Alchemy
34-49	2nd Order Alchemy
50-59	3rd Order Alchemy
60-69	4th Order Alchemy
70-79	5th Order Alchemy
80-89	6th Order Alchemy
90-94	7th Order Alchemy
95-97	8th Order Alchemy
98-99	9th Order Alchemy
100	10th Order Alchemy

Explanations: Obviously, once the Category of Things Alchemical has been determined, one must consult the appropriate listing within the "Alchemy" section in "Magicks" and either select an entry at random, or choose whichever one suits your mood (or the mood of the encounter). Some selections, such as "Extraction" (1st Order Alchemy) simply may be discarded, or broadened to encompass the ideal of the extraction, which can be interpreted as a one dose amount of any venom or poison (which you'll have to determine on your own, of course). Other selections, such as the "Greater Creation," may be discarded or ignored, if desired. All FMVs (Fair Market Values) are listed in the appropriate write-ups.

SCROLLS

Scrolls discovered during an adventure may contain lists of ingredients for special magickal operations or formulae, maps to a secret treasure or diagrams of some deep dungeon, or they may contain spells which can be "triggered" by a spellcaster familiar with that particular realm of magick. Once again, we've included a table for the random determination of scrolls, should the Creator be inclined to use it.

Ingredients, Formulae, & Maps: These simple scrolls may contain useful information, secret cipher scripts, answers to riddles, or even mindless babble. These are "plot devices," useful only to the Creator's particular campaign, and may be used at the Creator's discretion.

1 Spell, 1 Scroll: This describes all spell-bearing scrolls. Only one spell will be found per scroll. Multiple spells require multiple scrolls.

Creating Scrolls: Scrolls require one hour to inscribe per Order of the spell. Scrolls require specially prepared "magickal inks," flowing, meticulous scripts, and the infusion of the caster's own power into the scroll (to "fix" the spell upon the scroll).

Time to Create Scroll = 1 hour per Order of spell

"Magickal Inks," Vellum & Quills: One typically needs these to create a scroll. The vellum and quills are relatively easy to come by, though each must be of the finest possible quality, and as such are often somewhat expensive. The "magickal inks" are in fact quite normal inks (or other suitable fluids) that are made magickal by the caster's infusion of power when he inscribes the spell onto the scroll.

Cost: Unfortunately, due to the special requirement of the magickal inks, the vellum, and the quills with which the scroll is inscribed, the average cost of scroll preparation is equal to 100 Stars per Order of the spell for the 1st - 7th Order spells, and then increasingly more as the spells become more potent. Why does it become more expensive? The goods have to be of progressively higher quality as the Order of the spell on the scroll increases, and/or more potent magickal material is required to inscribe the higher Order spells.

Cost To Create Scroll = 100 Stars per Order of spell, up to 7th Order

8th Order = 1,000 Stars

9th Order = 10,000 Stars

10th Order = 100,000 Stars

Fair Market Value: Due to the fact that anyone who can read that particular form of magick can "read" them and therefore make them work (see below), scrolls command a premium of 100 Stars per Order of the spell, up to 7th Order—then the FMVs jump considerably.

FMV Of Scroll = 100 Stars per Order of spell, up to 7th Order

8th Order = 1,000 Stars

9th Order = 10,000 Stars

10th Order = 100,000 Stars

But They're The Same! Yes, they are. For why, read on.

Casting Spells From Scrolls: All that is required is that the "reader" of the scroll be able to cast spells of the same "realm of magick" as the spell on the scroll. A scroll with a spell from Wizardry on it would require a practitioner of Wizardry to read it, and so forth. Whether a reader has professional or Semiprofessional Magick in that particular realm is not important. Any one will do. The reader's level is not important, nor is his power. Since the spell has already been "cast" upon the scroll (in order to inscribe it upon the scroll), there remains only a need to "trigger" the spell, and that can be done by any practitioner of the same realm of magick. The scroll is consumed once the spell is triggered, and therefore may be used but once.

Time To Trigger Spells From Scrolls: 1 Phase

Spell Effects From Scrolls: All effects (AOE, normal range, Damage, Duration, Saves, etc.) will be as those cast into the scroll by the original inscriber of the spell.

Spell Effects = as per parameters of original inscriber

Learning Spells From Scrolls: This is not possible. Scrolls are “interpretations” or “portraits” of a spell, signed by another spell-caster and embellished with his own unique personality. One merely triggers this portrait, this original interpretation, to “cast” it, because the original methods required to actually cast it are not within the scroll itself—they have already been mastered and put into good use in the manufacture of the scroll by the caster himself! The only way to truly “learn” a new spell is to have someone else teach it to you (which requires a “master”), or to “learn” it yourself from a Spellbook (covered a little later on).

Table Of Scrolls

<u>d100</u>	<u>Scroll Type</u>
01-33	Ingredients, Formulae & Maps
34-50	1st Order spell
51-60	2nd Order spell
61-70	3rd Order spell
71-80	4th Order spell
81-89	5th Order spell
90-95	6th Order spell
96-97	7th Order spell
98	8th Order spell
99	9th Order spell
100	10th Order spell

Explanations: Unlike Things Alchemical, it's impractical to provide a quick reference for all the possibilities of Scrolls. We can provide an easier way to determine the realm of magick from which the Scroll hails, though:

Scrolls By Realms**Realm Of Magick**

Astromancy
Battlemagick
Divine Magick
Enchantment
Mysticism
Necromancy
Sorcery
Spellsinging
Wizardry
Creator's Choice

Explanations: There are no Scrolls per se from “Alchemy,” “Witchcraft,” nor from “Primal Magick.” The “Ingredients, Formulae & Maps” selection may be used for Alchemical “Scrolls,” if desired, though no actual “spellcasting” can be possible from such a Scroll, due to the unique structure and strictures of the realm of Alchemy. Primal Magick Scrolls are unavailable, however, for they supersede the mortal spells found in the Table of Scrolls.

RINGS

FMVs Of Rings: This is established by the base cost of the Exotic used, plus Artificing costs.

Rings Of Power

Rings of Power are rings manufactured from the seven Power Stones. The Power Potential rating in the following table for the Ring of Power is based up the standard 1 Carat/1 Ring range for the Power Stone rings.

<u>Exotic Ring Type</u>	<u>Power Potential</u>	<u>FMV</u>
Sunstone	1 point	100
Moonstone	5 points	500
Starstone	10 points	1,000
Bloodstone	25 points	2,500
Black Quartz	50 points	5,000
Rainbow Quartz	75 points	7,500
Purple Krystall	100 points	10,000

Artificed Rings

With the Special Power of “Artificer,” it's possible to create rings with either “charged” or “permanent” spells within them. Feel free to include a few of these in your “random” magick ring selections. The examples after each listing are but a few of the possible variations, so keep that in mind! (For sheer laziness, simply consider all effects to be as if artificed by a 20th level caster.)

Things Magick, Manuals

Ring Of Flight: This artificed Urru ring allows the character to use the 3rd Order Wizardry spell “Fly.”

<u>Type Of Ring</u>	<u>FMV</u>
1 charge/day	265,000
2 charges/day	287,500
3 charges/day	325,000
Permanent	400,000

Ring Of Transport: This artificed Urru ring allows the character to use the 7th Order Wizardry spell “Power Word: Transport!”

<u>Type Of Ring</u>	<u>FMV</u>
1 charge/day	285,000
2 charges/day	337,500
3 charges/day	425,000
Permanent	600,000

Rings Of Regeneration

These Urru rings empower the one wearing them to regenerate at various rates. They do not store power.

Ring Of Regeneration: This empowers the character to regenerate one Hit Point per hour until he is fully healed. It does not, however, grant him “true” regeneration, and as such the character will “die” once he passes his normal TOD. **FMV:** 500,000.

Ring Of True Regeneration: This empowers the character to regenerate as if he had “True Regeneration” (see “The Immortal Rules”). The character can regenerate one Hit Point per hour, even once he passes his normal TOD. **FMV:** 1,000,000.

SPELLBOOKS, MANUALS & TOMES

Spellbooks

The Spellbook is the staple of the spellcaster. Within its confines, he commits his spells for future reference, to pass on to some future disciple, or perhaps to bargain or barter with a fellow practitioner of the arts arcane. Unlike Scrolls, which are “signature” spells and may only be triggered, the spells found within Spellbooks are “fixed,” and may be learned at the reader’s leisure. Spells within a Spellbook cannot be cast or triggered while they are within the Spellbook. They must be learned first, and only then will the caster be able to add them to his spell repertoire and thus cast them.

Spellbook Contents: We suggest that Spellbooks be determined by the Creator beforehand, not placed or found at random. Their contents should reflect the arsenal of spells of the owner of the Spellbook. However, it should be noted that some Spellbooks may contain spells within them that the owner has not yet learned, or is unable to learn

due to a magickal realm conflict (like a Sorcerer trying to learn a spell of Wizardry).

Spells In Spellbooks: The number of spells found within a single Spellbook is not fixed, and may range from one spell to an entire arsenal of spells. For instance, a “small” Spellbook may contain merely one spell; a “normal” or “medium” Spellbook, or “Tome,” may contain all the spells of a certain Order that the owner has committed to the Spellbook; while a “large” Spellbook, or “Grimoire,” may contain all the spells that the owner knows. We’ve broken down the types of Spellbooks below for your perusal:

<u>Spellbook Type</u>	<u>Typical # Of Spells Within</u>
Spellbook	1
Tome	From 1 to all of the spells of an Order
Grimoire	most or all spells known by owner

FMVs Of Spellbooks: We suggest that the Creator set the FMV at the “FMV of Scrolls,” with *each* individual spell in the Spellbook, Tome, and Grimoire invoking the FMV of a scroll of that particular type/Order.

Note: These may command some ridiculous prices, so when you finally kill that wicked old Wizard, make sure you grab his Spellbook, Tome, or Grimoire when you take loot!

Manuals

Manuals are magickal books which enable a character to raise an Attribute, acquire a new skill, or modify an existing skill or Special Power. Although their true origins are shrouded in antiquity, it is certain that Manuals are the result of immortals and Primal Magicks. How else can a book grant a new ability or permanently boost an existing one, and then just disappear?

Disappear? All Manuals will instantly vanish once read, and no known force save Primal Magick can keep them from vanishing. No known force save Primal Magick can “identify” their contents. The contents may only be identified by visual inspection, which requires a Lore Roll, or by opening up the Manual and reading it, which will of course force the character into boosting his attributes.

Manual Of Mental Attributes: This thin, diamond-studded book will allow the character to choose any one of the four Mental Attributes (INT, WILL, PER, or PRE) and boost them up to racial GenMax, or by one Point if already at GenMax or higher. This will not raise attributes above 20. The character must read the Manual for one hour per point that his attribute is being raised to (if it’s going up to 15, then he’ll have to read it for 15 hours). The character can do nothing else during this time, so engrossed (and so bewitched) is he by the manual. At the end of the reading time, the character’s attribute is automatically raised, and any abilities affected or governed by that attribute are subsequently affected as well. **FMV:** 1,000,000.

Manual Of Physical Attributes: This works the same as does the Manual of Mental Attributes, except that any one of the four Physical Attributes (STR, SPD, DEX, or CON) may be raised. **FMV:** 1,000,000.

Things Magick, Tomes

Power Regeneration: This allows the overlay of a Power Regeneration Rate to the Investiture template. If the rate is 10 per hour, then 10 Power Points will regenerate at the end of each and every hour.

<u>Power Regeneration</u>	<u>Power Cost</u>	<u>FMV</u>
10 per hour	1,000	+ 5,000
25 per hour	2,500	+ 12,500
50 per hour	5,000	+ 25,000
100 per hour	10,000	+ 50,000
250 per hour	25,000	+ 125,000
1,000 per hour	100,000	+ 500,000

Returning: This grants an item the ability to instantly return to its wielder's hand. This occurs at the end of the same Phase.

<u>Returning</u>	<u>Power Cost</u>	<u>FMV</u>
Returns to wielder	50,000	+ 250,000

Sharpness: This grants the wielder of the weapon a hefty damage bonus while employing the artificed weapon. All normal damage inflicted is at a hefty 2X normal, while all Critical damage is at 3X! Thus, if you roll 10 points of damage with your Sharpness weapon, you'll cause 2 X 10, or 20 points on a regular hit, and 3 X 10, or 30 points on a Critical Hit; this supersedes the normal multiple for the Critical Hit, obviously. At the Creator's discretion, the deathblow (or even a Devastating Critical Hit) can take a limb, or even the head.

<u>Sharpness</u>	<u>Power Cost</u>	<u>FMV</u>
X2 Normal, X3 Crit	50,000	+ 250,000

Slaying: These are weapons which will cause the instant death of any member of a particular species of creature. Once struck by the Weapon of Slaying, the creature must make a successful Power Save, or be immediately slain. Some examples are blades of Goblin Slaying, which will cause any Goblin struck to Save or instantly die, or Spider Slaying, which will do the same thing to each spider struck by the weapon. The still-living body of a representative member of the "slaying" category must be slain with the weapon the moment before the Artificing is begun.

<u>Slaying</u>	<u>Power Cost</u>	<u>FMV</u>
Power Save or DIE!	25,000	+ 250,000

Special Powers: This allows the incorporation of a creature's or being's very own innate Special Powers into an item. Unfortunately, the creature or being itself must be sacrificed immediately prior to the artificing of the item, a portion of its essence being forged into the item. The Special Power will thenceforth work for the wielder of the item as if he were the creature who formerly possessed the Special Power.

<u>Special Powers</u>	<u>Power Cost</u>	<u>FMV</u>
As per Special Power	1,000 X Fate Point	at least
	Cost of Special Power	50,000 X Fate Point Cost of Special Power

Vampiric Weapons: These are weapons which have the ability to transfer "damage done" to a victim to "Hit Points regained" by the weapon's wielder. Each Hit Point of damage which the victim receives

(which gets through his AP, of course) is transferred to the wielder of the vampiric weapon, either at a 50% rate (a 2 Hit Points caused to 1 Hit Point gained ratio) or a 100% rate (a 1:1 ratio). In any event, the wielder may not exceed his own normal Hit Point maximum.

<u>Vampiric</u>	<u>Power Cost</u>	<u>FMV</u>
50%	10,000	+ 100,000
100%	25,000	+ 250,000

Vector Impact: Working basically the same as the Sharpness, Vector Impact applies to "blunt" weapons and their damage.

<u>Vector Impact</u>	<u>Power Cost</u>	<u>FMV</u>
X2 Normal, X3 Crit	50,000	+ 250,000

Warding, Elemental: This grants the wielder of the Armor either a one-half or total warding vs. all Elemental damage resulting from any one of the five Elements. Example: If the warding is half, then one-half of the total damage taken (before any AP is reduced) is automatically warded, with the remainder of the damage applied as normal. If the warding is total, then no damage will be taken (unless the attack is from an immortal or artifact-level source, in which case damage will be as normal). There are, of course, five Elements: Earth, Air, Fire, Water, and Time. Each one is treated separately for purposes of this warding.

<u>Warding, Elemental</u>	<u>Power Cost</u>	<u>FMV</u>
Half	10,000	+ 50,000
Total	20,000	+ 100,000

Warding, Magickal: This grants the wielder of the Armor a total warding vs. magick as per below. For example, if the warding is versus Necromancy, then no magicks of 1st-10th Order Necromancy will affect the wielder of the ward. Unfortunately, the wielder of the item is also warded versus the beneficial effects of any magicks from which he is warded, and totally unable to cast any spells or magicks from those Orders from which he is warded, unless he is fortunate enough to have his item "Polarized" (see description) to allow the passage of beneficial magicks (his own personal magicks included). Please note that things which are nonspecific to an Order of magick, such as "Sharpness" (or other similar nonspecific artificed effects) will not be warded. Triggered or stored magickal effects, such as artificed items which cast stored spells, will be warded if the spell is of a magickal realm capable of being warded by the ward-bearing item. Remember: The Ward provides total protection for the beneficiary and all of his personal items from the effects of all magicks of that particular realm, up to and including its 10th Order magicks. The Ward, however, is total, and will preclude the casting or reception of the same magicks which are warded.

<u>Ward vs.</u>	<u>Power Cost</u>	<u>FMV</u>
Alchemy	100,000	+500,000
Astromancy	100,000	+500,000
Battlemagick	100,000	+500,000
Divine Magick	100,000	+500,000
Enchantment	100,000	+500,000
Mysticism	100,000	+500,000
Necromancy	100,000	+500,000
Sorcery	100,000	+500,000
Spellsinging	100,000	+500,000
Witchcraft	100,000	+500,000
Wizardry	100,000	+500,000

Manual Of Power: This awesome Manual will allow the character to attempt to boost his own Power Attribute. Unlike the other Manuals, the Manual of Power will allow the character to raise his Power Attribute by one point for each and every successful Power Save that he makes. Each Save after the first is made at a cumulative - 1. Fate Points may be used to make the rolls (which is counterproductive, as one Fate Point will also raise the Power Attribute by one point, but...). Each "raising of a point" will require one hour of reading. Failure of the Power Save at any point will cause the Manual to vanish. Even if all Saves are made, the manual will vanish once the reader has boosted his Power Attribute by a maximum of 10 places. **FMV:** 1,000,000.

Manual Of Many Skills: This will grant the character any one skill which he desires from the "Skills" section. This requires a full 24 hours of uninterrupted reading. If the character does not desire a new skill, he may close the Manual at any time. It'll disappear once he does, though. **FMV:** 500,000.

Manual Of Mods: This will grant the character one Mod to any single existing skill or Special Power. This requires a full 24 hours of uninterrupted reading. If the character does not desire a Mod, then he may close the Manual at any time. The Manual will instantly vanish, however. **FMV:** 500,000.

Tomes

Tomes are mysterious books of various hoary and ancient physical descriptions which can serve an artificer (see the Special Power) as a "how-to" manual concerning the most powerful enchantments. Although their origins are probably similar to those of the Manuals, Tomes will not disappear once read. Once a Tome is found, all may share in its bounty by consulting it. Obviously, then, most Tomes will be as rare as timid dragons, if only because they've all already been hoarded by the most powerful artificers.

Note: Please insert "Tome of..." before the following entries, if desired, as they're all "Tomes of..."

Bane Weapons: During the process of artificing, at least one Dram of the organic creature's essence (blood, hair, flesh, etc.) or one Ingot (or roughly one pound) of the inorganic creature's essence must be incorporated into the mix. Once incorporated, the Bane Weapon will always strike for 2X normal and 3X Critical damage vs. all creatures of that particular sort (but acts only as normal versus anything else).

<u>Bane</u>	<u>Power Cost</u>	<u>FMV</u>
X2 Normal, X3 Crit	10,000	+ 100,000

Bifurcation: This works the same as does Sharpness, save that upon the deathblow, the victim is cloven in twain (Creator's choice of axis). In game terms, this most interesting visual effect only occurs on a death-blow. Still, it does mean that 3X damage is done on any normal hit, and 4X damage is done on any Critical Hit.

<u>Bifurcation</u>	<u>Power Cost</u>	<u>FMV</u>
X3 Normal, X4 Crit	90,000	+ 450,000

Destruction: This ancient technique imbues a weapon with the power to instantly maximize all damage done by it, with no need to roll the damage dice (although one must still roll the "to-hit" dice, to determine whether it's a normal or Critical that's being maxed-out).

<u>Destruction</u>	<u>Power Cost</u>	<u>FMV</u>
All damage is max!	100,000	+ 500,000

Doom: This is the best in the damage scene. Doom imbues any weapon with the ability to inflict X3 damage on a normal hit, X4 on a Critical Hit, and X5 on a perfect, natural roll of "20." (Yes, a Fate Point-augmented die roll will trigger the perfect "20.")

<u>Doom</u>	<u>Power Cost</u>	<u>FMV</u>
X3, X4, X5 on "20"	100,000	+ 500,000

Piercing: This grants the wielder of the item a "Piercing" bonus to the Save invoked by the casting of a stored spell or spell effect through the artificed item. This may also apply to all applicable Saves. Please note that the percentile minuses refer only to Power Saves, and not to other Saves with percentile rolls (which will get only the standard -1, -2, etc. penalty to them, and not the stiffer percentile minus). Piercing can supersede the normal bounds of Saves, causing even those with the supercilious "*" in their Saves, or those with a perfect "100" in some attribute, to roll their Saves with minuses. Simply treat their base as 0%, which they must equal or better on a d100, then go up from there.

<u>Piercing</u>	<u>Power Cost</u>	<u>FMV</u>
-1/-5% to Save	1,000	+ 5,000
-2/-10% to Save	2,500	+ 12,500
-3/-15% to Save	5,000	+ 25,000
-4/-20% to Save	7,500	+ 37,500
-5/-25% to Save	10,000	+ 50,000
-6/-30% to Save	15,000	+ 75,000
-7/-35% to Save	20,000	+ 100,000
-8/-40% to Save	25,000	+ 125,000
-9/-45% to Save	50,000	+ 250,000
-10/-50% to Save	100,000	+ 500,000

Polarization: This special artificing effect allows the caster to override the effects of warding in an item, and to allow his own personal magicks (and any other magicks deemed as "harmless" or "beneficial" to the wielder) to pass through the wardings. This Polarization is "smart" (not to mention "expensive" and "rare"), and it will not allow any harmful magicks to deceive the wardings already in place. The Cost is special, and is 50% of the Cost of the Warding which it is designed to polarize. (Thus, Polarization of a Warding Vs. Divine Magick would cost 50% of 100,000, or 50,000.)

<u>Polarization</u>	<u>Power Cost</u>	<u>FMV</u>
Total Polarization	50% of Warding Cost	+ 500,000

Warding, Physical: This grants the wielder of the Armor either a one-half or total warding vs. all physical damage. This in no way provides protection from magickal attacks. Example: If the warding is half, then one-half of the total damage taken (before any AP is reduced) is automatically warded, with the remainder of the damage applied as normal. If the warding is total, then prepare to laugh at any save for magickal, energy, and any and all artifact-level physical attacks (which can and will breach this warding 100%).

<u>Warding, Physical Power</u>	<u>Cost</u>	<u>FMV</u>
Half	50,000	+ 250,000
Total	100,000	+ 500,000

Wounding: Weapons of this category will inflict horrid wounds which cannot be healed save by 8th Order or higher healing magicks, or by the powers of True Regeneration (or higher).

<u>Wounding</u>	<u>Power Cost</u>	<u>FMV</u>
Wounds will not heal	10,000	+125,000

ITEMS OF FAITH

These are items which may be used only by practitioners of Divine Magick and devout followers of that particular faith. Unless stated to the contrary, all Holy Symbols and Religious Items require one Action Phase to activate.

Holy Symbols

Since magickal Holy Symbols have been granted by the practitioner's own deity, they are rarely if ever composed of Exotic materials (see below); "normal" metals or materials will do just fine when Primal Magicks are invoked, after all. All effects of Holy Symbols are at 20th level. All magick referred to is of the "Divine Magick" realm. The "Ankh" is used by followers of Rel, while the "Thon" is used by followers of the Dark Earth.

Note: Ankhs and Thons may be used but one time before needing to be recharged.

Ankh Of Divine Light: This allows the caster to use the 1st Order "Divine Light" spell. **FMV:** 1,000.

Thon Of Harm: This allows the caster to use the 1st Order "Harm" spell. **FMV:** 1,000.

Ankh Of Healing: This allows the caster to use the 1st Order "Heal" spell. **FMV:** 1,000.

Ankh/Thon Of Presence: Allows the caster to use the 1st Order "Presence" spell. **FMV:** 1,000.

Ankh Of Blessing: Allows the caster to use the 1st Order "Blessing" spell. **FMV:** 1,000.

Thon Of Malediction: Allows the caster to use the 2nd Order "Malediction" spell. **FMV:** 2,000.

Ankh Of Prayer: Allows the caster to use the 3rd Order "Prayer" spell. **FMV:** 3,000.

Thon Of Rebuke: Allows the caster to use the 4th Order "Rebuke" spell. **FMV:** 4,000.

Ankh Of Supplication: Allows the caster to use the 5th Order "Supplication" spell. **FMV:** 5,000.

Thon Of Curses: Allows the caster to use the 6th Order "Curse" spell. **FMV:** 6,000.

Ankh Of Divine Intervention: Allows the caster to use the 7th Order "Divine Intervention" spell. **FMV:** 7,000.

Thon Of Divine Retribution: Allows the caster to use the 7th Order "Divine Retribution" spell. **FMV:** 7,000.

Ankh/Thon Of Divine Ward Vs. Detection: Allows the caster to use the 4th Order "Divine Ward Vs. Detection" spell. **FMV:** 4,000.

Ankh/Thon Of Divine Ward Vs. Mental Influence: Allows the caster to use the 4th Order "Divine Ward Vs. Mental Influence" spell. **FMV:** 4,000.

Ankh/Thon Of Divine Ward Vs. Fell Magicks: This superior item allows the caster to use the 5th Order "Divine Ward Vs. Fell Magicks" spell. **FMV:** 5,000.

Ankh/Thon Of Divine Ward Vs. Impact: This allows the caster to use the 5th Order "Divine Ward vs. Impact" spell. **FMV:** 5,000.

Ankh/Thon Of Restoration: Allows the caster to use the 6th Order "Restoration, Major" spell. **FMV:** 6,000.

Ankh/Thon Of Banishment: Allows the caster to use the 7th Order "Banish" spell. **FMV:** 7,000.

Ankh/Thon Of Revitalization: Allows the caster to use the 7th Order "Revitalize" spell. **FMV:** 7,000.

Recharging Holy Symbols: All Holy Symbols must be recharged once all of their charges have been used. This may only be done within a "Sanctum Sanctorum," (see the Master Spell), requires a full 24 hours of prayer, and will only be granted to the deity's most devout followers.

Religious Items

Religious Items, like Holy Symbols, normally are prepared by the patron deity, with the possible exception of some of the more mundane items (like Holy Water). Unless noted, all items function at 20th level of ability.

Holy Water: Normally, this will be found in a single vial (one dose). Although it may be consecrated to any possible deity by any true practitioner of Divine Magick, the majority of Holy Water found will be consecrated either to Rel or to the Dark Earth (50%/50% chance of either). After determining the origin of the Holy Water, roll a d20 to determine the level of the consecrator (see the 1st Order "Holy Water" spell for the specifics). **FMV:** 100 per dose.

Votive Candles: Once burned, these special candles will confer a 1st Order "Blessing" upon all within the AOE (about the size of a small chapel in this special case). 1 full minute of prayer must accompany the burning of the candles for the magick to take effect. **FMV:** 1,000.

Curative Holy Unctions: These consecrated salves, ointments, and oils will cure any single victim as per the 7th Order "Revitalize" spell. Application requires one full minute. **FMV:** 7,000.

Vino Veritatis: This consecrated wine will confer the 3rd Order "Divine Gift of Speech" upon a single character. **FMV:** 3,000.

SHINIES & PRETTIES

Exotics

Exotics: Most Exotics will be recognized for what they are by intelligent creatures, and will be guarded or hoarded to the utmost of their capabilities.

Random Exotics: We don't suggest it, but if you're into random Exotics then we suggest the following:

Roll d100 to select an Exotic at random from Table below
Roll d100 to determine # of Coins of Exotic found

Random Exotics

d100	Exotic
01-09	Borazon, Ironwood
10-19	Alganor, Shiril
20-29	Adamant, Black Moonlight
30-39	Obsidium, Orikalk
40-49	Gravidium, Zidrae
50-59	Kystallor, Solara
60-69	Vermix, Zulzak
70-79	Mysta, V-Steel

d100	Exotic (cont.)
80-84	Omnium, Silversteel
85-89	Valnog, Ultima
90-94	Arru, Urru
95-97	Vibrazyn, Vibrum
98	Zynsh (1 Color)
99	Supremium
100	Shadar Steel

Explanations: Once you've rolled the d100, consult the corresponding entry for the Exotic, and select the Exotic, or pick one from the listing within that frame.

Note: *Finding the Mother Lode, or doling out more than 1 Ingot's worth of a single Exotic at a time may be hazardous to your campaigns.*

You'll See This Table Again: *Indeed, you will. It's used for several sections, including Weapons and Armor.*

Power Stones: As above, you can randomly determine the type of Power Stone (from 1-7) and the number of carats found. We suggest a d8 for the former, and a d4 for the latter. If you roll an 8 for the first roll, then feel free to roll twice to determine two types, ignoring any further rolls of 8.

Roll d8 to determine type of Power Stone
Select Power Stone
Roll d4 to determine # of Carats

FMVs: For both Exotics and Power Stones, these are as listed in "The Marketplace." For the rest of these—some of which are unique or highly unusual—read on.

Amulets, Orbs & Jewels

Amulet Of Power: These work the same as do the "Rings of Power," and the same table may be consulted for determination of their Power Potentials, as well as their FMVs.

Stone Of Toughness: This rough black stone will grant the character the Special Power Toughness. **FMV:** 100,000.

Stone Of Pyrus: This cursed Fire Ruby will afflict the character with temporary "Pyromania" as per the "total" version of the Karmic Manifestation, or it will instantly trigger the same in those who suffer from it. Strangely, a Stone of Pyrus must be voluntarily surrendered by the character for the curse to end, and that requires a successful WILL Save. **FMV:** 10,000.

Krystall Orb: This brilliant fist-sized Purple Krystall allows the character to scry any scene or person named by the character. The character may then view them at will, following them about their activities, or panning his view about the general area, for a duration of one Combat Round per point of WILL. This may be employed one time per day. The Krystall Orb will not reveal any area or person specifically protected from scrying, anyone or anything with a Power Attribute of "100," or protected by Master Magicks. **FMV:** 500,000.

Jewel Of Bad Karma: This accursed jewel (which may be of any type) will permanently attach itself to the first victim who touches it, instantly vanishing from normal reality and merging with the victim's mortal soul, cursing him with the "Bad Karma." This means that one of the victim's eight Karmic Attributes will soar to "20," and he will automatically pick up a Karmic Manifestation (Creator's choice!). He will not, however, gain any Fate Points for the trouble! The Jewel of Bad Karma may only be purged by Master Magick "remove curses" or other such soul-curatives. The Jewel will afflict the victim until purged, or until the victim dies, when it will once more coalesce into this reality, ready to spread its baneful influence again. The victim's Karma will return to normal once the jewel departs. **FMV:** 100,000.

Shiny objects! Oh, boy! (Kallysto)

Pearl Of Power: These flawless black pearls, rumored to be produced by the Dark Earth Mother herself, may be used as Power Batteries. The Pearls of Power contain different amounts of power depending on their size. Unlike many other items, the Pearl of Power will regenerate its own power over time.

<u>Pearl Size</u>	<u>Power Points</u>	<u>Power Reg.</u>	<u>FMV</u>
Knave	100	10 per hour	10,000
Noble	250	25 per hour	25,000
Knight	500	50 per hour	50,000
Emperor	1,000	100 per hour	100,000

Superior Power Stone: These flawless, sparkling jewels are 10 Carat "chunks" of the Power Stones. They act as Power Batteries and function as do the Pearls of Power.

<u>Stone Type</u>	<u>Power Points</u>	<u>Power Reg.</u>	<u>FMV</u>
Sunstone	10	10 per hour	5,500
Moonstone	50	10 per hour	7,500
Starstone	100	25 per hour	17,500
Bloodstone	250	25 per hour	25,000
Black Quartz	500	50 per hour	50,000
Rainbow Quartz	750	50 per hour	75,000
Purple Krystall	1,000	100 per hour	100,000

Orb Of Power: The Orbs of Power are flawless Purple Krystals of the Good Earth, or The Dragon. The Orbs are Power Batteries and function as do the Pearls and Superior Power Stones. The Orbs of Power are about as rare as any non-artifact items may be.

<u>Orb Type</u>	<u>Power Points</u>	<u>Power Reg.</u>	<u>FMV</u>
Dragon's Claw	1,000	100 per hour	100,000
Dragon's Fang	1,000	250 per hour	175,000
Dragon's Eye	1,000	1,000 per hour	550,000

Z-Sar: The Z-Sar appears as an ethereal, translucent crystalline thistle down. It is semi-sentient, and can "merge" into its host, in effect becoming part of his Power Pool. Once merged, the Z-Sar will grant the character an additional 1,000 Power Points that will act as the character's own. It will "die" once the character dies; otherwise, it is quite permanent. Hoard as many as you like, because this is one Power Battery which doesn't occupy a Power Foci Slot. **FMV:** 1,000,000.

We flee, heroically...(Glyph)

Soulstones

Soulstone: These contain both the physical and spiritual essence of some creature, person, or thing as per the Necromancy spell, "Soulstone." There are three basic types of Soulstones:

Soulstone Type

Attributes
Innate Abilities

Power

Powers

1 attribute of imprisoned victim
natural AP, weaponry, or special
power of victim
up to 1,000 Power Points from
victim's Power Point Pool

For the normal "Soulstone," the Creator may select any one of the three types of Soulstones, and any one applicable power from the possibilities listed. The powers, of course, were supposed to have been "set" by the original caster of the spell, but the Creator can fix them up as he wishes. So long as the Soulstone is upon the character's person, he may draw upon its power as if he were the creature itself. Destroying the Soulstone will result in the creature's immediate release. **FMV:** 10,000 per level or Kill Factor of the being imprisoned.

Greater Soulstone: Like the Soulstone, the Greater Soulstone contains the essence of some creature, person, or thing as per the Necromancy spell, "Greater Soulstone." Unlike the mere Soulstone, however, the Greater Soulstone allows the character to use up to three powers of any type from the imprisoned victim. **FMV:** 50,000 per level or Kill Factor of the being imprisoned.

CLOAKS

Unless otherwise noted, Cloaks require one Action Phase to activate, and will continue to operate until the character deactivates it. Cloaks normally are impregnated with at least one Ingot of some Exotic, though they may appear to be quite "normal" to casual inspection. Most Cloaks vary in size, cut, shape, form, and general taste, all in accordance to the whims of the original manufacturer. Therefore,

Things Magick, Cloaks

many different sizes, shapes, and colors are possible (and are left to the Creator to determine). Since by this point we're confident that you're quite familiar with the artificing process, and what it can yield, we've decided to toss in a few "abnormal" Cloaks which defy the normal parameters (you can add/ignore the rest of the possibilities, Creator).

Cloak Of Levitation: This allows the character to levitate at 1 CMR for as long as he desires. **FMV:** 50,000.

Cloak Of Stealth: This grants the character the skill "Stealth," or boosts his own Stealth by 1 Mod. The character's own GovAttribute (DEX) will determine his Skill Roll. **FMV:** 50,000.

Cloak Of Gliding: This allows the character to glide at his normal CMR for as long as he desires. **FMV:** 100,000.

Cloak Of Darkness: This allows the character to project the 3rd Order Necromantic spell "Darklight" at will. The character may see normally, of course. **FMV:** 150,000.

Cloak Of Flight: This allows the character to fly at 3X his CMR for as long as he desires. **FMV:** 150,000.

Cloak Of Disguise: This allows the character to perform the 4th Order Enchantment spell "Disguise" at will. **FMV:** 200,000.

Cloak Of Libra: This bright, starry Cloak will continuously protect the character with the 5th Order Astromancy spell "Balance of Libra." **FMV:** 250,000.

Cloak Of Reflection, Attacks: This grants the character continuous protection, as per the 6th Order Wizardry spell "Shroud of Reflection, Attacks." **FMV:** 300,000.

Cloak Of Reflection, Magicks: This grants the character continuous protection, as per the 6th Order Wizardry spell "Shroud of Reflection, Magicks." **FMV:** 300,000.

Cloak Of Invisibility: This potent item allows the character to use the 7th Order Enchantment "Invisibility" spell at will. **FMV:** 350,000.

Cloak Of Shadows: This potent item allows the character to perform the 7th Order Enchantment spell "Shadow Portal" at will. Additionally, the character may perform the 6th Order "Shadow Form" once per day. **FMV:** 380,000.

Cloak Of Protection: This great item will automatically ward the character from one physical attack per Combat Round. It will seek to ward the first successful attack directed at the character in the Combat Round. No CV Roll is necessary for the Cloak to ward the attack. This will take place under any condition, even total darkness. It will not ward vs. artifacts, however. **FMV:** 1,000,000.

BOOTS, GLOVES & THINGIES

The same rules apply here with the Boots, Gloves & Thingies as with the Cloaks, if only for purposes of activation and description. Boots, Gloves, Gauntlets, and Bracers work only as mated pairs, and will not provide any magick at all if donned singly. Girdles are of the big, broad, masculine looking variety, in case you're wondering.

Boots

Boots Of Happy Feet: Once donned, these cursed boots will function as Boots of Speed until actual combat, when they will suddenly cease their disguise as Boots of Speed, and suddenly cause the character to get "happy feet." This terrible curse will cause the character to suffer spastic, twitching, muscle contortions, effectively causing him to suffer the penalties of a "Devastating Critical Hit" until combat ends. The Boots may only be removed by a Master Magick "remove curse" type spell, or by the death of the character. **FMV:** 10,000.

Boots Of False Prints: These will allow the character to leave behind a trail of prints from any creature or person he "names" when activating the boots. Size and mass of the creature or person are not factors. What is a factor is that in order to leave false prints of a certain creature, the character must first step in or on the actual print of the creature in order to store the print in the boots' "memory." **FMV:** 50,000.

Boots Of Jumping: These "high-tops" allow the character to leap like a Loon. In a single Action Phase, the character may leap up to 2X his CMR forward or backward, and up to 1X his CMR straight up. With a running start, however, the character can cover an amazing 5X his CMR forward, and 3X his CMR straight up! **FMV:** 100,000.

Boots Of Speed: These grant the character 2X his CMR. These function continuously, and have no need for activation during combat. **FMV:** 50,000.

Boots Of Stealth: These grant the character the skill "Stealth," or boost his own Stealth by 1 Mod. The character's own GovAttribute (DEX) will determine his Skill Roll. These function continuously. **FMV:** 50,000.

Boots Of Dodging: Unlike the normal Combat Dodge, which the character must make with a Save vs. DEX, the Boots of Dodging automatically make the Save for the character, with no roll needed. This power may be called into play once per Combat Round. The PC must still burn an Action Phase in order to do this. **FMV:** 100,000.

Boots Of Critical Kicks: These will allow the character to inflict 2X damage on a "normal" hit (a "kick," that is), and 3X damage on a Critical Hit. **FMV:** 100,000.

Gauntlets, Gloves & Bracers

Gloves Of Snifing: These will grant the character the “Pickpockets” skill, or will grant a +1 Mod to this skill if the character already possesses it. **FMV:** 50,000.

Bracers Of Defense: These grant the character an extra +5 to his DV Rolls. **FMV:** 50,000.

Bracers Of Accuracy: These grant the character an extra +5 to all of his AV Rolls. **FMV:** 50,000.

Gauntlets Of Strength: These grant the character a STR of 20 for as long as they are worn. If STR is already higher than 20, then neither a bonus nor a penalty are assigned. **FMV:** 500,000.

Bracers Of Supreme Accuracy: These superior Bracers grant the character an extra +10 to all of his AV Rolls. **FMV:** 500,000.

Visors & Shades

Gloom Sight Shades: These fantastic “Oakleys”-looking shades grant the wearer Gloom Sight as long as they are worn. **FMV:** 150,000.

DetectoShades: These grant the character the Magick Sense Special Power while worn. The sense, obviously, is the sense of sight. **FMV:** 500,000.

InfraShades: Resembling the Gloom Sight Shades, these grant the wearer Infravision as long as they are worn. **FMV:** 250,000.

UltraShades: As above, these grant the wearer Ultravision as long as they are worn. **FMV:** 250,000.

Sammy Shades: These fantastic shades grant the wearer the combined powers of Gloom Sight, Infravision, Ultravision, and Magick Sense, as per above. Each power is toggled by dialing it up on a rheostatic device set flush into the left and/or right temple area of the shades. Only one power may be used at a time. **FMV:** 1,000,000.

Mokarr Slave Visor: This horrid technomagickal device, typically worn by Servitor Trolls, “hardwires” its victim for “remote control driving” via a remote driver, who sees what the victim sees, and who can control the victim—totally control—at his leisure. The Slave Visor’s psychoactive micro-tendrils will bore through any AP of 10 or less once it is donned, and will assume control of the victim’s brain unless a Power Save is made. Once donned, the visor cannot be removed without destroying the victim’s brain, and thus the victim. **FMV:** 1,000,000.

STORAGE & SUMMONS

Unless noted otherwise, the “summons” items are similar in function to the effects of the 6th Order Spellcasting spell “Word of Summons,” while the “storage” items are similar in function to the effects of the 7th Order Sorcery spell “X-Space.” Both are quite permanent, however, and require no power to make them function.

Frank N’s Stein: This unusual stein has the unnerving “Party On!” ability to remain filled to the brim with whatever “normal” liquid is originally placed within it, and never to drain for the duration of the night, though it be slammed, chugged, and consumed like madness itself. Once dawn breaks, however, the party’s over, and the contents vanish—but come nightfall, the madness can start again! **FMV:** 50,000.

Quiver Of Summons: This convenient quiver allows the character to “name” up to seven different types of arrows, bolts, vials, or any other small hand-held item weighing less than one pound, and to “summon” it to his waiting hand by whisper, word, or shout. The storage limitation mandates that no more than seven items may be stored per each one of the seven “slots” (for a total capacity of 49 items). **FMV:** 350,000.

Bracers Of Summons: Similar but superior to the Quiver of Summons, the Bracers allow the character to name, store, and summon only one item per each of its seven slots, but the one pound restriction is no longer in effect. Instead, the Bracers can store whatever item the character can grasp and wield as normal (like that Warhammer, or Mojo-Mazumba, or whatever). **FMV:** 500,000.

X-Bag: This can hold up to 10 cubic feet of goods per level of the enchanter within its extradimensional confines. **FMV:** 350,000.

Girdle Of X-Space: Up to 500 cubic feet of goods may be stored within its voluminous confines. The entry to the X-Space is normally concealed behind a rather large belt buckle, and may be accessed simply by twisting the buckle to the side. **FMV:** 400,000.

X-Backpack: This handy item can store up to 1000 cubic feet of goods within its extradimensional confines. Although it is much more bulky than either the X-Bag or the Girdle of X-Space, the X-Backpack is extremely handy for hoarding tons of loot. **FMV:** 450,000.

Bag Of Chaos: This item, apparently created by the Eternals, allows the character to duplicate the effects of the 5th Order Enchantment spell “Conjure Creature” simply by reaching into the Bag of Chaos, muttering a nonsense phrase (“Hey, Rocky!”), and then producing with a flourish the Conjured Creature he desires. The Bag of Chaos takes but one Action Phase to employ, yet it may be employed but three times on any given day. Although the effects of the Bag of Chaos are as per the spell “Conjure Creature,” it is not necessary for the character to have prior knowledge of the creature he desires to produce. Knowing the Eternals, the conjuration will have at least one telling, nonsensical, faulty quality about it anyway... **FMV:** 500,000.

Things Magick, The Weird Stuff

Bag Of Transmutation: This potent item, whose interior is lined with Ultima, can transform one “normal” Coin (Led, Kop, Star, Eagle) into one Exotic Coin in but 24 hours. The normal Coin must be placed within the Bag of Transmutation, then the command word for the Exotic desired must be spoken (and this requires the knowledge of the command words, which requires a lengthy “identification”). The Bag of Transmutation holds all the command words for all the known Exotics. The process must remain uninterrupted, else the Coin is lost. Only one Coin may be transmuted per 24 hours. **FMV:** 1,000,000.

Void Bag: This creepy black bag is actually a one-way gateway to the Void itself, and anything placed within its rather small orifice (it's about a foot wide fully stretched) will instantly become quite null and Void. Fun for tossing over the Bad Guy's head in the heat of combat! **FMV:** 1,000,000.

ROCK'N'ROLL

Unless noted otherwise, these items require a successful Music Skill Roll in the appropriate category of Music to operate successfully.

Open Chime: Once struck, this dainty chime will cast the 1st Order Spellcasting “Open” spell. No Skill Roll is necessary. **FMV:** 50,000.

Lute Of Cacophony: This ornate instrument will cast the 5th Order Spellcasting “Cacophony” spell three times per day. Other music played upon it will be of the most rancid, discordant variety imaginable. **FMV:** 250,000.

Shatter Horn: This wicked item, enchanted from a Wyrms horn, will cast the 2nd Order Spellcasting “Shatter” spell as many times as one can stand it, and the 4th Order Spellcasting “Shattershout” spell three times per day. **FMV:** 200,000.

Instruments As Weapons: Your instrument can be used as a weapon! If your PC has to use his instrument in combat, however, we suggest that he be treated as “Non-Proficient” with the instrument (unless he's crafty enough to take a “Weapon Training” with his instrument), and we also suggest that a special “Save” be made each and every time he uses his instrument to whack someone, to see if his instrument held solid, or broke into useless (but valuable and Exotic) shards. To make the Save, the character must roll a “10” on a d20. For each Total DC of the instrument, he may add 1 point to his die roll.

Save = 10 - Total DC of instrument

In Case You're Wondering: We've used a rating of DC 1 for “Harps” and “Lutes”; a DC of 2 for “Guitars”; and a DC of 3 for “7-Strings.”

THE WEIRD STUFF

Unless otherwise stated, all of the following items must be employed by spellcasters (those who can “trigger” the magick words that make the items work). Any spellcaster will do in most cases for most items.

Auto-Rope: This compact bundle of silk can be commanded to stretch up to 100 feet and attach itself to any surface that is not composed of an Exotic material. It's up to the character to negotiate it, however. Anyone can use this. **FMV:** 25,000.

Astrolabe: This astrological navigational aid allows the spellcaster to use the 1st Order Astromancy “Navigation” spell up to three times per Night. **FMV:** 25,000.

Dice Of Divination: This set of 13 dice, emblazoned with weird zodiacal signs, allows the spellcaster to use the 1st Order Astromancy “Divination” spell up to three times per Night. **FMV:** 25,000.

Strangle Rope: This 10 foot length of silk, impregnated with accursed tears of betrayal, can be commanded to strike any single target, and attempt to strangle it to death. The AV of the Strangle Rope is a whopping 20. Once it strikes, it will cause and continue to do 5-50 points of damage per Phase (all 10 of them!) until the victim drops below 0 Hit Points. Anyone can use this. **FMV:** 500,000.

Carpet Of Flying: This elaborate silken wonder-rug will comfortably transport the spellcaster and up to 1,000 pounds of additional mass at 1 CMR per point of Power Attribute of its driver during combat (with its Action Phases measured at the Action Phases of its “driver”), and at 10 MPH per point of its driver's Power Attribute during non-combat operations. The Carpet of Flying must “recharge” one hour for every hour spent in flight. **FMV:** 500,000.

Glory Hand: This gruesome relic, enchanted from the hand of a criminal hanged at a crossroads, allows the spellcaster to cast the 5th Order Necromancy “Death's Hand” spell at will. **FMV:** 250,000.

Mirror Of Scrying: This ornate standing mirror allows the spellcaster to scry any scene or person named by the character. It acts otherwise as does the “Krystall Orb.” **FMV:** 500,000.

Grand Carpet Of Flying: This improved version of the silken wonder-rug will comfortably transport the spellcaster and up to 10,000 pounds of additional mass at the same specs of the Carpet of Flying. However, it must “recharge” two hours for every hour spent in flight. **FMV:** 750,000.

Mirror Of Transport: This potent standing mirror allows the spellcaster to scry a scene or locale as per the Mirror of Scrying, then “step through” to that very same scene or locale. This is limited as is the Mirror of Scrying so far as piercing capabilities are concerned. Transports may not be interplanetary, nor interdimensional. Returning may prove to be quite a problem for those who cannot return on their own, for the Mirror is one-way. **FMV:** 750,000.

Teleportal Tetrahedron: This four-faced sorcerous pyramid allows the spellcaster to instantly access any one of four “Teleportals” which he has “stored” into the Tetrahedron’s memory. Storage requires but one Combat Round, and may be done at any time provided the spellcaster is within one hex of the Teleportal. If the spellcaster has no Teleportals, or does not have the ability to make any (it’s a 7th Order Sorcery spell), then the Tetrahedron will access the Teleportals already stored in its memory, or it will randomly access the nearest Teleportal not warded or protected by Master Magicks. Any limitations in range or effect are as per the spell “Teleportal.” **FMV:** 750,000.

Tokens

Tokens are minor charms of various shape and variety which grant the character wearing them a plus to an attribute or some combat-related function. Multiple Tokens of the same type will not have cumulative effects. No Token will raise an attribute above “20” or Power above “100.” The Mod, however, may be used up to the Mod Limit of “5.”

<u>Token Of...</u>	<u>Effect</u>	<u>FMV</u>
Strength	+1 STR	25,000
Speed	+1 SPD	25,000
Dexterity	+1 DEX	25,000
Constitution	+1 CON	25,000
Intelligence	+1 INT	25,000
Willpower	+1 WILL	25,000
Presence	+1 PRE	25,000
Perception	+1 PER	25,000
Power	+1 POW	10,000
Moderators	+1 Mod (any)	25,000
Offense	+1 AV	25,000
Defense	+1 DV	25,000
Combat	+1 CV	50,000

Miniatures

Miniatures are magically miniaturized “real” objects and items that instantly spring back to their full normal dimensions once their command word is spoken, serve their purpose, then magically return to miniature size once the appropriate countermand word is spoken. Since they are “mundane” items, useful to all professions, their command words are usually non-magical in nature. Miniatures require one Action Phase to activate, and one Action Phase to deactivate. They will remain in one state or another until the command or countermand is spoken. In their “small” state, they are about the size and mass of tabletop FRP miniatures.

Miniature Wall: This will become a simple stone wall measuring 10 feet tall, 10 feet wide, and one foot thick. It will require 100 points of damage to destroy. **FMV:** 10,000.

Miniature Ladder: This will become a “fireman’s” ladder that can span 30 feet, and accommodate up to 1,000 pounds of mass at one time. **FMV:** 10,000.

Miniature Wagon: This will become a fully functional wagon, coach, or other similar conveyance (Creator’s choice). Draft animals are not provided. **FMV:** 10X FMV of conveyance.

Miniature Weapon: This will become a fully functional Conventional Weapon or Conventional Sword (Creator’s choice of Weapon type and Weapon). **FMV:** 10X FMV of weapon.

Miniature Siege Weapon: This will become a fully functional Siege Weapon (Creator’s choice of Siege Weapon). Ammunition is not provided, however. **FMV:** 10X FMV of Siege Weapon.

Miniature Chest: This rather neat item will become large enough to hold 5 cubic feet of Loot (or Rations), which can then be “shrunk” back down, and spirited away to be “re-grown” at the character’s convenience. **FMV:** 10,000.

Miniature Tower: This will become a stone tower, or “rook,” which will stand 30 feet tall and approximately 15 feet in diameter at the base and 10 feet at the top. The Tower can withstand 1,000 points of total damage before crumbling to dust. Yes, whatever you can fit in a Tower of this size can be shrunk down along with it. **FMV:** 50,000.

ARMOR

Armor covers all Armor Types from 1 to 10 that are found in the “Armor” section.

Types Of Armor: If you’re into random rolling, simply pick up a d10, roll it, and allow the result of the die roll to stand for the Armor Type found. (Alternately, you can select one of the five Shield Types, if you wish.) After that, you’ll be ready to determine the type of Exotic material of the Armor.

Armor Type = 1d10 (consult Table below)

<u>ARMOR TYPE</u>	<u>BASE AP</u>
Type 1 Soft Leather Heavy Cloth Furs or Skins (Small Shield DV +1)	1
Type 2 Hard Leather Heavy Furs or Skins (Standard Shield DV +2)	2
Type 3 Ring on Soft Leather Studs on Soft Leather (Large Shield DV +3)	3
Type 4 Ring on Hard Leather Studs on Hard Leather (Khazak Spiked Shield DV +4)	4
Type 5 Scale Mail Chain Mail (Great Shield DV +5)	5
Type 6 Banded Mail Splint Armor	6
Type 7 Lamellar Armor War Harness	7
Type 8 Plate Mail	8
Type 9 Plate Armor	9
Type 10 Battle Armor Full-body type armors/suits	10

Things Magick, Weapons

Exotic Armor: Once you've determined the Armor Type, you can set about determining the Armor's Exotic construction. Please refer to the "Random Exotics" Table in "Shinies & Pretties."

And don't forget:

Armor Protection Value = Base Armor Type X The Exotic Armor X

STUFF

Orunlu's Shield: This Ironwood small shield grants a total DV Bonus of + 2 to its wielder, provided it is actively being employed. **FMV:** 15,000.

Silversteel Large Shield: This standard-issue Midnight Realm shield grants a DV Bonus of 5 to its wielder. **FMV:** 275,000.

Zidrae Great Shield: This massive shield grants a DV Bonus of 10 to its wielder. This may be used only by one with a STR of "20" or greater. **FMV:** 150,000.

Black Moonlight Bodysuit: Standard gear for the standard member of a Mokarr Death Squad, this Armor Type 10, leotard-tight bodysuit confers an AP of 50, while encumbering the wearer not in the least. **FMV:** 100,000

Solara War Harness: This Silestion-designed beauty confers an AP of 42 to its bearer. It also grants the trained bearer a DC of 4 to strike with its sharp, pointy cesti-spikes. Finally, it grants a special AP of 70 vs. all fire and heat attacks. **FMV:** 300,000.

Silversteel Chain Mail: This standard-issue Khazak gear confers an AP of 50 to its wearer. Unlike most Khazak-designed gear, the standard-issue suit of chain mail is just that—standardized, and quite easily fitted to most humanoid forms. **FMV:** 525,000.

Silversteel Full Battle Armor: This Khazak-designed warsuit features a unique "puzzle-lock" system, which allows the wearer to quickly and rapidly "zip" the armor upon himself (in but one Combat Round, or 10 seconds; those of you who've attempted to don real armor will know just how great this is!). This system may be set like a combination lock, which the wearer alone may know; it may also be set to his Strength, forcing those of lesser strengths to fail in their attempts to force the puzzle-locking mechanisms. Not that something that is totally custom-fitted will fit them anyway. This armor confers an AP of 100. **FMV:** 750,000.

Ultima Bodysuit: This Armor Type 10 full bodysuit covers the entire body from head to toe, and wards the wearer vs. all Alchemical effects of 1st through 10th Order. Though it provides neither AP nor Power Point Potential, it is rather convenient, for it is as comfortable and as unencumbering as a full suit of dancer's leotards. As with all bodysuits, other types of Armor (excluding another bodysuit) may be worn over it. It should be noted as well that, again, as with all body-

suits, the head of the wearer may be left exposed if desired, while full protection may still be granted. **FMV:** 100,000.

Supremium Full Battle Armor: This Armor Type 10 warsuit confers an AP of 100, a Power Battery Pool of 1,000 Power Points, and Power Regeneration Rate of 1,000 points per hour to its wearer. As with most warsuits, this must be custom-fitted exactly to its wearer. As such, it is rare—extremely rare—to slip into and comfortably wear a warsuit taken from a lair, or from a fallen foe. **FMV:** 1,550,000.

WEAPONS

The determination of Weapons should be a carefully considered, well thought out exercise—not random at all. We strongly suggest that Weapons, of all things, be determined beforehand, and be determined in a lucid manner. The section on "Armors" has probably given you some idea as to why. If not, then read on.

What First? First, determine the type of Weapon.

<u>d100</u>	<u>Weapon Type</u>
01-33	Conventional Weapon
34-66	Conventional Sword
67-99	Racial Weapon
00	Blaster, Gun or Techno Toy

What Next? Consult the appropriate Weapon table (in "Damage"), and either use percentile dice to interpolate a selection, or just pick one suitable weapon at random. If you've chosen a "Techno Toy," "Gun," or "Blaster," then feel free to leave it right there. There really isn't a need to determine if one is an Exotic. However, for the rest of the Loot, feel free to continue.

Exotic Weapons: Once you've determined the basic type of the Weapon, then you're ready to proceed to the "Random Exotics" Table, in "Shinies & Pretties."

The Typical Staff: The Staff is a convenient tool for the spell-caster. It makes a convenient weapon, as well as a fairly convenient Power Battery. The conventional type of staff is the "human" Staff, which is approximately five to seven feet in height, and anywhere from a few inches in width to a fist-sized girth. The typical Staff has a DC of 2, and we have used this as a base for most damage calculations.

The Silestion Double Sun Staff: This unique racial weapon (see "Racial Weapons") is not a true staff at all, as it has double-blades on either terminus of its length.

FMVs Weapons: See the section on "Weapons."

Hoard! Correct. Below, we've listed but a few of the many possible examples of Exotic Weapons, employing the "lazy" method of FMV determination. Feel free to use the correct one, if desired.

Stuff

Ironwood Mojo-Mazumba: This great Azaar four-handed blade grants a DC of 6. **FMV:** 35,000.

Adamant Shuriken: This powerful black shuriken grants a DC of 4, which is handy for piercing those high APs. **FMV:** 150,000.

Gravidium Khazak Trollhammer: This massive warhammer grants a DC of 9. Thanks to its hefty Vector Impact, all normal damage is 2X, and all Critical Damage is 3X. (In other words, if you roll 33 points of damage, your normal damage would be 66, while your Critical Damage, if you managed to land a Crit, that is, would be 99.) **FMV:** 600,000.

Obsidium Mokarr Blackblade: This standard-issue Mokarr Death Squad katana grants a DC of 8, and its Sharpness causes 2X normal and 3X Critical damage. **FMV:** 600,000.

Silversteel Khazak Great Axe: This axe grants a DC of 10, and grants Sharpness, for 2X normal and 3X Critical damage. **FMV:** 1,000,000.

Supremium Starin Sylvan Bow: This bow causes any normal arrows fired from it to inflict 2d10 + DC 5 damage (2d10 + 2d8). When employed with Supremium arrows, however, the damage is raised to 2d10 + DC 10—with each arrow causing massive X2 normal and X3 Crit damage! **FMV (bow):** 750,000. **FMV (bow + 10 Supremium arrows):** 1,500,000.

Shadar Steel Demonian Hate Fang: This two-handed blade grants a DC of 10, is Vampiric 100%, causes Doom, and will cause all mortals struck by it to Save vs. Power or be immediately doomed to the Void. **FMV:** 1,750,000.

Zynsh Ultraviolet Longsword: This most impressive blade causes all struck by it to Save vs. Power or be doomed to the Void, with no normal resurrection possible. Those who make this Save, however, will still take 100 points. All normal AP will still apply in this case. There are no bonus multiples of damage for Crits. **FMV:** 500,000.

I'm not scared—I'm evil... (Spade)

Dimensions are being snuffed out... Well, that's a risk that we'll just have to take! (Zolt'R)

ARTIFACTS

Artifacts are items or objects artificed with primal power, or the power of true immortals.

We Suggest: We suggest that in no way, shape, or form should these be randomly placed, simply because you rolled a “100” on the d100. Not unless the Creator is slick enough to think on his feet, rationalize a reasonable explanation (and possible history) as to why the artifact is there in the first place, and get away with it without the Players suspecting (or caring) just how random and unprepared he truly is!

Identifying Artifacts: This isn't possible by mortal magick. Some artifacts will show up as “grey,” “blank,” or “non-magickal” when Identified or Analyzed, while some will project so much raw power that the identifier might just be blinded by daring to “read” them. The Lore skill, however, can work wonders for identifying artifacts, though not every single power or effect may be possible to discern without research.

DC & AP: Artifacts can utterly defy these, so don't be shocked when they don't match conventional totals.

“At Will”: As always, the “at will” means that it takes one Action Phase to activate or use. And, unless noted otherwise, all artifacts work at will.

Creation Of Artifacts: This requires primal power and Primal Magicks. Although the time necessary, the requirements necessary, etc. are left to the Creator's discretion, there is one simple rule of thumb to follow:

Artifacts must be invested with at least 1 point of primal power

This “investment,” which may be from 1 to 1,000,000 or more points, invests the artifact with its unique powers, and also acts as that artifact's “Primal Defense.” This Primal Defense acts as the “Hit Points” of the artifact, and, unless noted otherwise, this value must be overcome before the item can be destroyed (see below). As you will note, some of the artifacts have extremely high PDs, seemingly in defiance of the “10,000 Power Points = 1 Primal Point” logic. These are items which have been “hardened” during their artificing (by an expenditure of “strictly defensive” primal points) in order to boost their PDs.

Primal Defense (PD) = number of “Hit Points” of Artifact

Note: This is explained in “The Immortal Rules.”

Destruction Of Artifacts: This requires primal power, which requires immortals, or the completion of a certain sequence of actions (a Pact, in other words) which are specifically geared to destroy that particular artifact.

Things Magick, Artifacts

Example: Kiril's Krystall Lute can be destroyed by using it as a weapon, which triggers a built-in Pact to destroy it. However, it can also be destroyed by an application of three points of primal power, which will reduce its Primal Defense of 3 down to 0.

Note: In most cases, simple "mortal" magicks and damage will not destroy—or even faze—an artifact.

"Multiple Component" Note: For those artifacts which have more than one component, such as the Blood Rubies of Kadar-Noth, which has three separate components, the PD of the artifact is constant amongst the separate components. There is no fractioning, and no "weak link" in the chain. It is possible, however, to destroy a multiple component artifact by destroying a single component.

Artifact Classifications: To emphasize the relative power-ratings of the artifacts, we've divided them into Artifacts, Greater Artifacts, and Supreme Artifacts. This is merely a guide, so don't be surprised if some artifact defies traditional classification.

<u>Classification</u>	<u>Primal Range</u>
Artifact	from 1 - 100
Greater Artifact	from 101 - 9,999
Supreme Artifact	from 10,000 on...

FMVs Artifacts: In the unlikely event of your total insanity, we suggest that the minimum FMV be equal to 1,000,000 Stars per point of Primal Defense in the artifact.

Artifacts

The Ankh Of Azure Light: This beautiful Rellian ankh, set upon a jewel-encrusted amulet of purest gold, acts as a 10,000 Power Point Power Battery, which regenerates at 1,000 points per hour; empowers the character to have 1 HP remaining, even after "total destruction"; and boosts the PRE of the character up to 20, or by one step higher if already above it, while worn. It will obliterate any "blacklisted by Rel" mortal entity who dares touch it, or who is struck by it. Immortals are unaffected by this nasty effect. **PD: 7.**

The Ball: This demented little "grey putty ball" is in fact a sentient "living artifact," capable of any possible Shapeshift (see "Shapeshifter") at will! The only problem with this otherwise potent artifact is that anything it shifts into (and it'll shift into anything "commanded" of it by the character) is doomed to be "Faulty"—that is, sexually explicit, demented, sick and twisted. The Ball prefers to maintain a foot-high phallic form when not "in use," perched upon the shoulders of its "owner" for all to see. **PD: 9.**

The Battle Bracers Of Ulok: These vicious artifice bracers empower the bearer to automatically parry one physical attack per Combat Round; to gain an additional +10 to all of his CVs; and to inflict maximum damage on a successful hit with no need to roll the dice. To make them even more appealing, they confer a

10,000 point Power Pool which regenerates at 1,000 per hour. **PD: 3.**

Bel's Lockpick: This simple iron lockpick allows the character to instantly spring any lock, normal or magickal, in but one Action Phase. This will not unlock primal locks. **PD: 1.**

The Black Book Of The Pit: This horrid tome of darkness contains the Truenames of all denizens of the Pit, save for Chthon herself. Anyone who dares employ this book risks soul-destruction unless he makes a special Save vs. Power at a cumulative -1% each and every time he uses a Truename from its corrupt, maggot-ridden flesh-pages. The Truenames do not "disappear" from the book once used, and may be employed multiple times, if one dares. **PD: 100.**

The Blood Rubies Of Kadar-Noth: These three matching oversized jewels act as superior Power Batteries, capable of 1,000 Power Points each if separate, yet 10,000 each when matched with any of the others (so two would yield 20,000; all three, 30,000). The Blood Rubies regenerate their power at the rate of either 100 (if alone) or 1,000 Power Points (if matched) per hour. **PD: 7.**

C'Saren's Ring: This awesome emerald-studded ring allows the character to cast any 7th Order and below spell that he knows at will, and for free! **PD: 100.**

Golor's Echo: This immaterial "Living Pact" will attach itself to the psyche of the least powerful entity in its presence. It will grant this poor sod two Saves in place of one. If the host fails the 1st Save, it is instantly allowed another Save. If it makes this Save, then all is well. If it fails the 2nd Save (or if the host dies at any point), then Golor's Echo will curse its host to fail its next three Combat Saves (with no Fate Points allowed), and then instantly vanish, to manifest itself again somewhere else in one year and one day. **PD: 13.**

The Grail Of The Good Earth: This simple wooden cup will grant any good soul who drinks from it one Wish. This power works only on the 1st dawn of the month of Midsummer, and is granted only to those of the Good Earth after completion of a mighty quest. Any creature of the Dark Earth, or any "evil" being, will instantly be consumed by divine fire upon drinking from the Grail. **PD: 12.**

Grasping Glove Of Shardrok: While worn, this slick black leather glove makes it impossible to disarm the character. Additionally, it allows him to close any X-Space by grasp, as well as destroy any Golem or Construct by mere touch. **PD: 10.**

Kiril's Krystall Lute: This purple "krystalline" ("crystal" of the Good Earth) lute has double-neck 7- and 14-string fretboards which are so slick they seem to almost play themselves. In fact, they do. Upon command, any spell cast through one of the fretboards will continue to "fire off" (on each and every subsequent one of the character's Action Phases) from the other fretboard,

drawing its power from the battery of the lute, and causing the same damage/effects as per the 1st spell (with no more rolls necessary, as it “clones” it) until willed “off” or until it runs out of power. The lute acts as a 10,000 Power Point Power Battery, recharging at a rate of 1,000 points per hour. If used as a weapon, it will instantly destroy any mortal with no Save possible, but then it will shatter instantly. **PD: 3.**

The Mantle Of Power: This black hooded cloak allows the character to store up to 2X his own normal Power Point Pool within it, and draw from it as if it were his own. A side effect of this is that as long as the mantle is worn, it is impossible to “pulse” the caster. **PD: 3.**

Masque Of Mandragora: Once donned, this chalk-white “Mardi Gras” masque will totally defy any non-primal scrying attempts upon its wearer, confer the Special Power “Mind Mastery,” render the character immune to any “gaze attacks,” and allow the use of any of the 1st - 7th Order Enchantment spells at will. Once donned, however, the Masque can be removed only by the death of the character. **PD: 7.**

The MegaManual: This item will grant the reader a single powerful, non-artifact weapon, item, or object (Creator’s choice); or, alternately, it will grant the character instant professional status as a 1st level whatever (Creator and/or Player’s choice). The MegaManual is awarded only after completion of great quest, and then only by the Creator’s strict approval. Reading time is typically instantaneous for both. And, of course, the MegaManual will disappear after it is read. **PD: 7.**

Namo’s Purple Cloak: Artificed by Namu, the Archimage (before he became “Supreme God of Magick”), this flowing cloak provides Flight at 100MPH X WILL; the complete warding of three physical attacks per Combat Round; and the complete warding of one magickal attack per Combat Round. **PD: 7.**

Namo’s Ring Of Power: Artificed as per above, this purple krystall-encrusted ring acts as a powerful focus, allowing the character to cast all of his magicks through it at an effective rating of 2X the character’s own level. It also provides a hefty 50,000 point Power Battery, which regenerates at a rate of 1,000 per hour. **PD: 7.**

Nathrak’s Black Book: This eldritch tome, composed during the Fourth Age by Nathrak, the dread Shadar Lord, outlines the forgotten techniques for the non-Soulforged, non-Vulcan Forged construction of Golems. The Pro Magick-using spellcaster who reads this will be able to construct any and all Golems (see “Creeping Death” for the specifics on Golems), provided he has the necessary Exotics, the Art Skill Roll required to sculpt the Golem’s outline, and one uninterrupted day of construction/enchantment per Kill Factor of the Golem being constructed. In any event, the maximum Kill Factor of the Golem can equal but not exceed the character’s own (so this limits the construction of the most powerful Golems to only the most superior spellcasters). **PD: 9.**

Phantom Gloves: These potent Mysta gloves empower characters who cast spells of Enchantment to double the effective level of their casting ability, as well as providing a 10,000 point battery, which regenerates at the rate of 1,000 per hour. **PD: 3.**

Prisms Of Projection: These four tetrahedrons of black crystal allow the spellcaster to set up a “pyramid of projection,” from which he may remotely link himself to any and all Power Batteries contained within the pyramid. Once complete, the pyramid itself will be 10 feet tall at its apex, and may project the power of anything contained within its volume to the character linked with it. Power may be projected only upon the same plane. All four Prisms are necessary for the projection, and all four must be placed in perfect alignment for the pyramid to begin its projection. Linking is achieved by the inscription of the character’s own personal “sign” or “sigil” within the pyramid, which may be done by any successful Art Skill Roll, and this is “sealed” with one dose of the character’s blood. **PD: 33.**

Psi-Smash Helm: This bulbous bluish-purple crystalline helm allows the practitioner of Mysticism to smash and destroy the brains of his opponents by a simple act of will. The character can cause any sentient to Save vs. WILL at -20 or have his psyche disrupt, causing the immediate brain-splattering death of the victim. Range is line of sight. **PD: 3.**

Ral’s Alchemical Minigun: This hellish, backpack-mounted Ultima gun-rig, artificed by Ral Mokarr, the ingenious but demented Shadar Lord, is 2-handed, 7-barreled horror, capable of single, burst, and auto-fire (see “Guns”). It has the storage capacity of 1,000 doses of Alchemical madness, and an effective range of 100 hexes. **PD: 3.**

Ral’s Six Shooters: These Ultima “Colt .45” clones, artificed as per above, each shoot Alchemical Ultimates. The “red gun” shoots six shots of Phlogiston, while the “blue gun” shoots six shots of Cryonax (one dose of each per shot). The guns recharge at the rate of one dose per 24 hours. Max range is 100 hexes. **PD: 13.**

Rem’s Skullcap: This artificed Vibrum skullcap allows the spellcaster to regenerate 100 Power Points per Combat Round. It has no spell-boosting capabilities, however. **PD: 2.**

Rollo’s Pulse Crossbow: This slim black hand-bow fires a black beam that will “Pulse” the Power Point Pool of any victim struck by it (see “The Pulse” for more info). It grants a bonus of +10 to its AV. **PD: 3.**

Rynd’R’s Lightning Harness: This lightning bolt-devised Solara War Harness grants the character total immunity to lightning and the ill-effects of the element of Time; boosts his SPD up to 20, or by one place higher if above that; grants an AP of 100; grants a DC of 10 when employed offensively; grants him the 1st strike in the Combat Round despite any superior SPD; and allows him to move like lightning itself (“Hyper Haste”) one time per day. **PD: 99.**

Things Magick, Artifacts

The Shield Of Truth: This Rellian artifact is a great Silversteel shield emblazoned with the Great Golden Ankh of Rel. The bearer can target a single victim with the shield, and that victim will see “The Truth” (or at least Rel’s version of it) and will instantly forfeit any and all Codes he holds as “truth”; instantly converting into a faithful servant of Rel. This may be used only one time per day, and may never be used twice on the same victim. Immortals are immune to these magicks. The shield also grants a hefty DV Bonus of +10. **PD: 7.**

Sceptre Of Dag-Gadden The Destroyer: This spiked, massive, 2-handed Shadar Steel horror will strike dead any mortal that it damages, and consume its soul. The spirit of Dag-Gadden, an ancient Shadar Lord infamous for his passion for consuming souls, possesses the sceptre, and will seek to subvert and dominate (but not destroy, as he needs a host) any who touch the sceptre, causing them to become as twisted as he once was. Save vs. Power is necessary to ward off this domination—on each and every Phase that the sceptre is touched! Those who submit will be doomed to live a life of darkness, and will be forced to believe themselves the reincarnation of Dag-Gadden himself! This may only be assuaged by the death of the character, or by Primal Magicks. There is no Power Potential for this artifact, as all power is consumed by Dag-Gadden. The sceptre grants a DC of 10. **PD: 100.**

The Sceptre Of Kandar: This great golden ornamental sceptre embodies “The Pact of the Gargantuas,” containing within it the three Gargantuas (see “Creeping Death” for their stats). The bearer of the sceptre is able to summon any of the Gargantuas forth to do his bidding, and to force them back into the sceptre by mere command. **PD: 9.**

Shadow Sword: Nothing more than a 2-handed grey “hilt” until activated, the Shadow Sword will flare to a baleful grey radiance once activated and will cause the victim of a strike to instantly vanish to the Shadow World. There is no Save. Once there, the character must find a way back, or he will most certainly be doomed (Shadow is a tough place to exist in for long; check out “Creeping Death” for some information on its denizens). The Shadow Sword causes no true damage. **PD: 13.**

Shy’R’s Phoenix Bow: In the hands of a disciple of Shy’R, this simple wooden bow (its only adornment is a tiny Phoenix icon) becomes a terrifying weapon of power, granting the character Zen archery of the highest degree; materializing and firing mystic arrows which do not have to obey the laws of ballistics! In combat situations, the wielder is allowed to Focus as per the martial art ability, yet there is no WILL limit to the Focus, save for the number of Power Points that he is willing to spend! Despite the STR of the wielder, the bow causes 10-100 per strike. **PD: 7.**

Sildan’s Stiletto: This grim, cheap-looking black steel blade allows the character to Silent Strike even on a normal, non-surprise hit. It grants a DC of 10. **PD: 9.**

Silverstuff: For specs, refer to “Exotics.” This typically occurs in one dose batches, with one dose equal to one Primal Point, which may be “eaten” by any immortal, immediately adding a Primal Point to his own Primal Pool. **PD: 1 per dose.**

Tiara Of Lies: While worn, this Mysta tiara allows the character to detect any and all non-primal scrying attempts, and choose either to deny the scrying attempt, or “lie” to it, and substitute any scene imaginable to the scryer. Only immortals or creatures with a Power of 100 will be able to detect that the “lie” is not quite true. **PD: 13.**

The Stargate: This is a permanent manifestation of the Astromancy “Stargate” spell. While it is normally “dead” and but a mere 10X10 feet, it can be “awakened” by SenZar Mindtouch (or any other form of Telepathy, provided the character makes a Power Save), and “programmed” to function as a two-way (not one-way) version of the spell. It will remain “open” until contacted once more and commanded to close. The Stargate itself is composed of simple stone, and studded with astrological symbols. **PD: 13.**

The Thon Of Doom: This vicious Shadar Steel Thon acts as a 10,000 Power Point Power Battery, which regenerates at 1,000 points per hour; confers the Special Powers of Hyper Regeneration and Toughness to its wielder; and doubles as a very wicked, very pointed, 2-handed expandable “blade” which has a DC of 10 (with the special effects of Shadar Steel, too!). **PD: 9.**

Valayan Blaster: This palm-sized, rainbow-shimmering crystalline blaster is the most efficient, most deadly blaster in production within the galaxy-spanning Valayan Alliance (and most of known Free Space, too). Normally reserved for the Valayan Lords themselves, the Valayan Blaster utilizes the bizarre technomagickal concept of “Bending & Binding” to generate, store, and distribute hellish damage to any and all in its blast-path. The Valayan Blaster has 10 settings.

<u>Setting</u>	<u>Damage</u>	<u>Charges</u>
1	Stun	1
2	Heavy Stun	2
3	1-10	3
4	2-20	4
5	4-40	5
6	8-80	6
7	10-100	7
8	20-200	8
9	50-500	9
10	1000	10

Stun: Victim unconscious for 20 Combat Rounds - 1 Combat Round per point of CON.

Heavy Stun: Victim unconscious for 20 hours - 1 hour per point of CON.

Note: Victims with a CON over 20 are immune to Stuns.

Like the Dymaxion Mod-1, the Valayan Blaster can leech its ammunition from the surrounding environs—except the Valayan Blaster leech-

Greater Artifacts

es Magick Power, not gravitons. However, since it is an artifact, there is no way to “dampen” the Valayan Blaster’s regenerative capability, not even within a power-free, or magickally-pulsed, environment. The Valayan Blaster can fire up to 10 charges per Combat Round. Unlike the Mod-1 Blaster, however, the Valayan Blaster will regenerate its charges at the end of the Combat Round, and will be ready to use at the beginning of the next Combat Round. The blaster commands a FMV of at least 1,000,000 Galactic Credits (see “Blasters” for more info). Alas, a CV Roll is required to land a hit, and the beam will strike but a single target. **PD:** 1.

Note: The Valayan Blaster has been known to take out a starfaring vessel all by itself—shields, hull, passengers and all.

Verrin’s Ring: Any victim donning the black iron ring of Verrin, Lord of Vampyrs, is doomed to forfeit instantly his mortal soul, and become a willing puppet of Verrin’s dark wishes (which the Creator will be more than happy to pass along to you). Only immortals are immune to this hell-ring’s damnable effects, and only Verrin himself may remove the ring and free the victim once it has been donned. **PD:** 13.

Void Sphere: The Void Sphere appears to be a cold black crystal sphere, resembling a child’s marble in appearance. However, once it is hurled and strikes a living, sentient victim, the true nature of the Void Sphere is revealed, and the Void itself manifests a small portion of its dark power upon the victim, dooming him instantly to the Void. There is no Save to resist (so dodge or die!). The sphere is banished once it takes a victim, and it will not reappear on the Prime until one year and one day has passed. **PD:** 3.

The War Harness Of Gor-Gar Bloodbath: This massive Zidrae-Solara War Harness, designed for beings over seven feet in height, totally wards the character vs. normal and magickal Fire; provides an AP of 100 and a DC of 10; and boosts the character’s STR by one step. Only those with a STR of 20 or greater may wear this. This causes no additional fire damage from the Solara within it. **PD:** 7.

Whip Of Domination: This long black bullwhip has the power to subjugate the will of those who are ensnared by it. If the victim’s WILL is less than 20, then there is no Save to resist, and the whip-wielder can dominate the mind of the victim, implanting Suggestions (as per the spell) at will, for as long as the whip binds the victim. Those with WILL of 20 or higher must make a WILL Save at -50%, else they too will become victims. The whip does no normal damage, but it does have an AV Bonus of +10. **PD:** 21.

Zynsh Power Ring: Based upon the “Prismatic” spells, the Zynsh Power Ring comes in nine different styles, with each different style corresponding to one of the nine colors. The Zynsh Power Ring will emit a searing bolt which will affect one target, with damage and effects as per the 7th Order Sorcery “Prismatic Bolt” spell description. The character may attack with the ring a max of one time per Combat Round. These rings are totally safe to wear. Typically, only one ring is found. **Ring Types:** Infrared, Red, Orange, Yellow, Green, Blue, Indigo, Violet, and Ultraviolet. **PD:** 3 each.

The 10 Fingers Of Metallor: Not quite “fingers,” these 10 finger-fitting Vibrum “thimbles” are artificed to “clone” the first magick that is cast through them in a special “bonding” process (which requires a Power Save for each finger being bonded). The 1st finger will clone a 1st Order spell, the 2nd a 2nd Order, and so on up to the 10th cloning a 10th Order spell. The fingers may be discovered already bonded, empty, or any combination thereof. Anyone may employ them, and the realm of the magick is not a prerequisite for “triggering” or “cloning” the spells within the fingers. **PD:** 1,001.

The Axe Of Thrumble: This Khazak artifact, soulforged and held by the bloodline of the Kaza Dirge, is a massive, outsized double-bladed Silversteel Great Axe. Thrumble can “Sweep Attack” with no minuses to its AV, while on a perfect roll of “20” it will automatically bifurcate its victim, or take its head (character’s choice). This spectacular effect is long-reaching, and can bifurcate any single object it strikes, despite the object’s dimensions (an upper effect range of 100 hexes is suggested, however). On any hit, Thrumble will sever and destroy any magicks of 7th Order and below. The special powers of Thrumble may only be employed by a true Khazak. The axe grants a DC of 10, and will cause X2 damage on a normal hit, and X3 on a Crit. **PD:** 101.

The Dagger Of Fatality: Once drawn, this thrice-accursed blade forces the one drawing it into a horrid Pact which will force him to commit suicide on the spot! There is no Save, and no armor protections (save those of primal power) will counter this hateful effect! **PD:** 666.

The Deck Of Fate: This obscenely powerful deck of placards (which resemble ludicrous and bawdy Tarot Trumps, as they were designed by the Eternals) has the power to alter the reality (and the character sheet) of the character. Typically found in a purple carry-bag or elaborate wooden case, the fun begins once the character dares to open the container. Once this is done, pale blue and arcane purple-black magickal radiance envelops the character, and he enters unto a Cosmic Pact whereby he must state precisely how many placards he will draw, come whatever may.

The character has the option of drawing any number of cards, save for “none” or “all.” He also has the option of “allowing” others present to enter unto the Pact (if they wish to). Failure to meet this exacting Pact will not immediately doom the character, but it will cause him no small amount of future pain, as the Eternals will no doubt come calling on him to exact their “revenge.” (And if the character elects to pick, say, two cards, and the 1st one transports him away, then he is still technically in violation of the Pact!) The Deck of Fate is powered by Primal Magick, and only Primal Magick may undo the effects. In any event, here is a partial list of the possible cards awaiting the character:

Things Magick, Artifacts

<u>Trump</u>	<u>Effect</u>
The Loon	goes permanently stark raving mad
Void Where Prohibited	transported to the Void
The Mo-Ron	INT reduced to 3
You Ain't Cool!	PRE reduced to 3
Fate This!	will fail next Save, no Fate Points allowed
The Loser	all material wealth, including magick items, vanishes forever (property too)
Captain Howdy	gains bitter enmity of Demon Lord
E-I-E-I-Oh No!	gains perpetual enmity of all farm animals
The Bitch	instantly changes sex
Pigs In Space!	transported randomly 1d100 parsecs from current location
Random Loot	gains 1,000,000 Stars in Misc. Loot
Random Stuff	gains Misc. Magick Item (must be rolled randomly!)
Mr. Mod	gains a free 5 Mods to distribute as desired
Stat Boost	any 1 attribute goes up by 1 point, up to a max of 20
The Joker	granted 1 Wish, but only to affect another
The Hoarder	granted 1 Wish
Stat Max	any 1 attribute zooms up to 20
Throwback	allowed to use this card to instantly void another card's effects
!	gains 1 Point, to be used whenever
Pick Card	Any card, Player's choice

There are 22 Trumps, and we've included 20. You can determine them by random d20 die rolls, or you can simply pick them out (the Creator, of course, not the Player). Once all the draws have been made, or once the character vanishes into thin air, the Deck of Fate vanishes. **PD: 9,999.**

The Eye Of Chaos: This putrid parasitic entity, whose physical form appears to be a fist-sized "eye" of blazing polychromatic light, attaches itself to a mortal host, and dominates his psyche to do its own dark bidding. The Eye will appear only during the last years of the age, presaging the Weirding and playing its unfathomable cosmic role as the harbinger of doom by infesting a notable mortal of power and prominence—then driving him quite mad, and in the process setting into motion events which will surely change the world. To consolidate its own place, the Eye will grant its host the following powers: the ability to summon a full, 9-color "Prismatic Armor" and "Prismatic Sword" once per day, for a period of up to 100 minutes; a boost up to 20 for all Physical Attributes; a Power Battery effect of 10,000 Power Points; and "The Sight" as per the Special Power—though the visions will be of the Eye's own choosing. The departure of the Eye will result in the instant death and soul-destruction of its host. (We suggest the Eye be used only for NPCs.) **PD: 1,001.**

The Ravens Of Nonak: These cartoonishly dreadful black ravens will automatically appear to the owner of the Skull of Nonak once summoned, will "super-scry" anyone or anything not of the highest rank of the immortals for one Combat Round, and will "report" the news to the character one Combat Round later, dimensions and distances notwithstanding. The bad news is that the capricious ravens have a 10% cumulative chance per mission

to "lie" to the character. They don't like being summoned more than once per month, and they might just lie *anyway* if summoned too frequently. **PD: 5,000.**

The Runic Book: This rather large jewel-studded tome will grant the reader the answer to any one question, in return for the Truename of the reader. The question may concern anyone or anything, and any knowledge may be granted save for the Truename of any Deific Gods, Eternals, or Material Gods who possess more primal than does the book itself. Consulting the Runic Book takes but one Combat Round, and the "Truename" extraction is quite painless (the book won't use it against you, but someone else might, unless you're a powerful immortal). The Runic Book may be consulted but once by any single being. **PD: 9,999.**

The Shadowcloak: This silver-grey hooded cloak provides anti-scring protection which will ward the character versus any and all non-primal scrying attempts, as well as empowering the character with the ability to enter the Shadow World at will (with the choice of employing any of the Enchantment "Shadow" spells). The Shadowcloak can store and retrieve up to one cubic mile of goods within its shadowy confines (as per the "Ultimate X-Bag"; see below). Finally, it provides a bonus of "+7" to any and all "d20" Saves and a bonus of "+42" to any and all "d100" Saves or Skill Rolls while worn. **PD: 101.**

The Skull Of Nonak: This oversized, purple, energy crackling "ram skull helm," artifice by Nonak, the Supreme God of Magick, entraps the spellcaster who dons it within a highly beneficent, yet eventually disastrous, Supreme Pact. The benefits are a Power Pool Power Battery of 100,000 Power Points, regenerating at 10,000 points per hour; all magicks cast through it are effectively at 2X the caster's level; it automatically negates any spell known by its owner; and it allows the summoning of "The Ravens of Nonak" (see listing). The bad news is that the caster loses all Power Points and spellcasting ability once the Skull becomes separated from his head. This may only be achieved, however, by another, and only once the caster slips into negative Hit Points. **PD: 9,999.**

The SoulSword: This gleaming silver crescent-moon katana acts as a mere DC 10 blade in the hands of a non-Mystic. Yet, when in the hands of a trained practitioner of Mysticism, it reveals its true power, able to become "immaterial" and merge into the caster's own soul, to be summoned silently forth and banished at will. Those struck by the fully activated blade will take no "physical" damage, yet will take "Ki Damage" (Power Point) damage. Once struck, the victim is allowed a Save vs. Power. Those who fail are instantly drained of their full *Power Point Pool*, and hence are soul-sucked; their eyes filming over and becoming glassy, lifeless caricatures of things living. Those who make their Save are not safe yet, for the character can cause them to take as many points of Ki Damage as he is willing to expend from his own Power Point Pool (on 1:1 point basis). Those who are drained to 0 by this are doomed, as per above. There is no "armor," save Primal Magicks, to counter against this baneful soul-sucking effect. **PD: 101.**

Tark: This mighty Mojo-Mazumba (Azaar 4-Hander) is a true “Demonblade,” an embodiment of an Asperim Demon (one of the “lost demons” of the Pit). Besides its whopping DC 10, it inflicts unique greenish gales of “Hellfire” damage (see 5th Order Necromancy) upon those struck by it when commanded. Hellfire damage is an extra 1d100, and may be invoked one time per day per point of WILL of the character. Additionally, one time per day, the wielder may banish any Demon by brandishing the blade and invoking the ancient “Asperim Pacts.” This will affect any Pit Creature with the exception of Chthon herself. Only those with STR of 20 or greater may employ this blade. **PD:** 101.

The Ultimate X-Bag: Appearing as a simple purple tobacco pouch, this superior X-Space is in fact a “pocket dimension,” and it can store up to 10 cubic miles of goods within its confines. Items going “in” must be “named” for purposes of retrieval, and the “name” must be invoked in order to retrieve the item. Retrieval acts as a Zen Quickdraw, so any items stored within may be retrieved and employed in the same Action Phase. **PD:** 149.

Warhawk’s Avenging Talons: These ancient Shy’R Honor Blades, passed down from Shy’R Warrior to Shy’R Warrior since the Fifth Age, are composed of a Solara-Supremium alloy, and honed to a supreme sharpness which cuts not merely flesh but the souls of the dishonorable. Normal cuts strike for 2X damage, while Criticals strike for 3X damage; and any “death blow” will result in “bifurcation” of the victim. Against the dishonorable (or those with “Dark Earth” or “evil” Codes or Karmic Manifestations), any AV Roll is automatically “focused” (see “Martial Arts”) at the maximum possible bonus for the character’s WILL, and any blow from these paired blades strikes for maximum possible damage, with no damage roll necessary. **PD:** 101.

Supreme Artifacts

The Armor Of Invincibility: Rumored to have been artificed by Maelstrom the Mad, this fantastic, form-fitting, chrome-like “bodysuit” of Full Battle Armor is composed of Silverstuff, and totally wards its wearer versus any and all non-primal magicks, while providing total immunity to any weapon which cannot cause primal damage. Unfortunately, even though the armor is practically invincible (at least as far as mortals are concerned), primal will cause damage to the character on a 1 Primal Point:1 Hit Point basis.

The armor can be “summoned from within” once it has bonded itself to the character, and will remain with him (and him alone) until his death, when it can once more bond itself with a new host. Bonding requires the burning of a Fate Point (there’s no other way to “express” the “Save”—unless the character has perfect 100s in all attributes, when the Fate Point is no longer necessary). The armor only provides protection while it is “outside” or summoned upon the character (so it’s not uncommon for some hoarders to “leave it on” at all times). The character may wear no other form of armor or AP protection (natural AP is okay, though) while in possession of the Armor of Invincibility. **PD:** 10,000.

Drgga & The Three Arrows Of Annihilation: This gnarled, twisted black stringless artifact is capable of totally annihilating even the

most powerful of the immortals. Each Action Phase, the character can loose one Arrow of Annihilation, which will “appear” upon “firing” the stringless bow, and will automatically strike its designated victim, so long as it is within sight of and on the same plane as the character. The effects of Drgga are cumulative: The 1st arrow will totally annihilate any mortal, destroying utterly his soul; the 2nd to strike the same victim will totally annihilate any immortal under 100th level; while the 3rd to strike will annihilate even the 100th level immortal. Drgga will remain in the possession of the character until he dies or until that fateful day when the 3rd arrow is finally loosed. Then, it will vanish, to reappear only when a New Age dawns. (Sure, it’s powerful, and there’s no defense from it except by not being there to get shot at—but it’ll still take time to kill the Bad Guy. Any primal energies from the vanquished immortals will be consumed by Drgga, and will not be available to hoard, so take note!) **PD:** 10,000.

Fresswelle: In appearance a pale-blue, vector-lined abstraction of a longsword, Fresswelle is in fact the living embodiment of the Sphere of Time, and the be-all, end-all living link between the Time Lord (destined to bear the blade, so-called because he becomes truly “immortal,” and immune to the ravages of Time) and his home “plane.”

Fresswelle can be commanded to Super Haste or Hyper Haste the wielder at will, with no need of any Save to avoid ill-effects at the terminus of the temporal jaunt. No ill-effect from any “Time” magick may afflict the wielder. Upon command, Fresswelle will instantaneously “age” the wielder any given amount of time, allowing him to heal, recover points, or whatever within a single Action Phase. Also, upon command, Fresswelle can Master Warp its bearer to any place imaginable (for all things are possible where Time exists).

No armor or Exotic protection is proof against Fresswelle, and as such there is never any AP versus its attack. Fresswelle will automatically age anything non-immortal struck by it by as many years as the wielder wishes to age it (this can result in death, or even total entropy if used properly). Immortals struck by this blade can, at the wielder’s option, be cut off from their “Power Sphere,” any “Power Planes” or “Power Batteries,” or struck for “Attribute Damage,” which will destroy d100 of any single attribute desired, with the appropriate side-effects of losing that attribute. (If result is “in between” one of the post-20 ranks, then simply round down to the nearest one. Attributes destroyed by Fresswelle are destroyed permanently, and must be regained through normal means.) Attribute Damage may affect any single victim once, and once only. Any magick, including primal, can be severed by Fresswelle. There is no Save. Finally, Fresswelle can be summoned and banished like the Soulsword (see listing). **PD:** 42,777.

The Krystallstaff: This irregular, multifaceted purple “krystall” staff is the sign and symbol of power for the Archimage of Krystallmyst, servant of The Dragon. In Sidhe, its name translates as “The Dragon’s Fang,” or “The Fang of The Dragon,” and against creatures, servants, and disciples of the Dark Earth, it acts as such, totally destroying them on a hit, unless they make a Power Save, which will indicate that the staff strikes for but DC 10 (with X2 Normal and X3 Critical damage, of course). The Krystallstaff also acts as a “living library,” capable of scrying past, present, and possible futures with a simple WILL Save by the character. The character must “direct” it to reveal knowledge, as it volunteers nothing for free, and each answer requires a WILL Save. The character can scry anything not of holy ground-status of the Dark Earth, provided it is on the same plane. The Krystallstaff also functions as a

Things Magick, Artifacts

potent Power Battery, effectively doubling the normal Power Point Pool of the character, and recharging at a rate of 1,000 points per hour. The most potent ability of this Greater Artifact is that it allows “free” entry into “The Dragon’s Breath,” which means that 10 Fate Points do not have to be burned when entering unto the “Dragon Pact.” The Krystallstaff can be summoned from within, and no barrier save the Will of The Dragon itself may separate the staff from its rightful owner.

To those who dare to assume the mantle of the Krystallstaff, and thus the mantle of the Archimage of Krystallmyst, it should be noted that with this awesome power comes awesome responsibility. The character must raise his “Good Earth” Code to 20, and he can never let it slip. The character must serve The Dragon to the utmost of his ability, and must keep sacred the Good Earth, acting as a protector and champion of all creatures good, and as a defender against the dark forces of Chthon and the Dark Earth. Additionally, should the ranks of the Anshadar Material Gods fall out of balance with those of their Shadar opposites, then the character must actively recruit new Anshadar (from the ranks of the best mortal champions) to replenish the old ranks and maintain the balance. The Dragon will, of course, guide the character in these efforts—but that doesn’t mean that it’s going to be the least bit easier to achieve, not when Chthon and all her dark legions are out for the Archimage’s soul... **PD:** It’s tied directly to The Dragon, and that’s infinite...

Note: For more information on who qualifies to become the Archimage of Krystallmyst, take a look at “The Immortal Rules,” under the Material Gods.

The Seven Swords Of Sharpness: These most potent Supreme Artifacts are seven separate blades which only reveal their true power once all seven are combined into one blade: The GodSlayer. Each of the lesser blades has a name, and the invocation of this name will cause the blade to shift its shape into any desired blade form. The lesser blades are: Ecstasy, Morning Star, Pain, Whitestar, Blackstar, Evening Star, and Forever Silence. Despite their form, they will strike for 2X damage on a normal hit, and 3X damage on a Crit. Their DC is 10, despite their form. Each of the individual blades has special powers as follows:

<u>Blade</u>	<u>Special Powers</u>
Ecstasy	Victim, uhh, <i>ecstasies</i> to death
Morning Star	Destroys all non primal magicks, and items
Pain	Devastating Crit on each hit
Whitestar	Destroys all Undead hit for damage
Blackstar	Destroys all Mortals hit for damage
Evening Star	Destroys all Constructs hit for damage
Forever Silence	Void consumes victim

There is no Save to ward the victim versus the special power of the individual blades; dodge them whenever possible. “Constructs” refers to all Golems, Homunculi, and other such non-Undead, non-Mortal, non-living things.

Only the invocation of all seven names upon all seven gathered blades will cause the GodSlayer to form. This great blade (which will take any desired 2- or 4-Handed blade form) will cause Primal Damage to the tune of 1,000 points on a normal hit; 10,000 on a Crit; and will totally destroy any being on a perfect “20.” The Primal Damage caused by the GodSlayer is taken directly from the immortal victim’s own Primal Pool, and is considered to be permanently “eaten” by the blade. Any immortal brought down to “0” Primal Points is instantly snuffed by the GodSlayer;

his primal energies (not to mention his soul) snuffed by the blade. **PD:** 1,000,000.

Skurge: The ultimate in Hate, Skurge, or “The Impossible Blade,” is the living embodiment of the First-Spawn of Lord Valthrustra, the Shadar Overlord and King of Hate. A Shadar Steel SoulSword, Skurge is in appearance a “bastard” blade of extreme width and mass; replete with a triple-array of DNA-like purple and green runes which burn in demonic syncopation upon its full length. In fulfillment of “The Pact of the Impossible Blade,” Skurge’s one purpose is to act as a “balance of terror” in The Dragon’s Game. As such, it is suited only for the VoidSpawn, and his grim destiny of GodSlaying. Skurge will totally soul-suck any mortal entity who fails a Save vs. Power, and will inflict DC 10 to any mortal who makes his Save. All damage is 2X normal and 3X Critical. Skurge will also sever, cancel, or destroy any non-Primal Magick that it strikes.

Only against immortals is Skurge’s true power revealed. Skurge will cause any Deific God or Eternal struck by it for damage to make a SoulSave of 110% - 1% per level of the being, or be totally soul-sucked; the victim’s primal going directly to the wielder of Skurge no matter what defenses are employed! Most horribly, Skurge will annihilate any Material God it strikes for damage—with no possible Save. (The trick here is to actually inflict “damage” upon the immortal, of course.)

Skurge may only be summoned from the Void (to whence he is banished upon the death of the VoidSpawn who bears him) by a three-night ceremony that must take place in the loft of the South Tower, that horrid Shadar Steel spire in Zengara, the Forever City. Only an Archimage may initiate the ceremony. The VoidSpawn chosen to bear Skurge must accompany him each of the three nights, and on the third and final night the Archimage must sacrifice his own thrice-bartered soul to free Skurge from the Void.

The mental communion between Skurge and its host is certain to be one of constant bickering, backbiting, snide and hateful comments, and sadistic, needling black humor. Skurge will attempt, whenever possible, to disrupt his host’s mental capacities as the fiend attempts to taunt his host to the very edge of madness and beyond. Only a successful Save vs. Power by the host will keep Skurge at bay, for a while, at least.

Since Skurge may be used only by a VoidSpawn, and the VoidSpawn must serve the Will of The Dragon, and they must eventually slaughter immortals to perpetuate The Dragon’s Game, we suggest that Skurge, the most potent of the Supreme Artifacts, be employed with care, as it definitely spells the doom of any who are forced to employ it. **PD:** It’s tied directly to The Dragon, and that’s infinite...

So, you think the meek will inherit SenZar? (Memnok, ranting to a Rellian Priest before claiming his soul with Skurge)

THE IMMORTAL RULES

The Immortal Rules deal with life after 20th level. Read on, and discover for yourself just how interesting life as an immortal can be.

THE DRAGON'S GAME

The Dragon's Game: This is the great cosmic "game" that the immortals "play." While it more appropriately fits the Eternals, who hold no illusions as to their rapacious cosmic gaming, the term collectively involves the three known factions of immortals, who play the Game in their own unique ways. The Dragon, or life-force of the world, was originally responsible for initiating the Game, which involves the active recruiting of new initiates into the immortal realms. The Game itself isn't necessarily a "game" per se—at least not as mortals understand the term—though it does have rules, "winners" and "losers."

The Rules: Quite simply, the only rules of The Dragon's Game are to stay alive as long as possible, to hoard as much power as possible, and to play the immortal role assigned (as either a God, Eternal, or Material God) in order to maintain and perpetuate the balance of power in the universe. The Gods and Eternals normally play their roles quite well, and follow their own sets of rules as best they can. Their own standards ("strict" for the Gods; "bizarre" for the Eternals) all but mandate such adherence to The Dragon's Game. On the other hand, the Material Gods, or those immortals whose immortal form is "material" or "corporeal," tend to be the most rebellious of the lot, and more often than not play the roles of the spoilers in The Dragon's Game. Their own standards, which are much less strictured and structured than either the Gods' or Eternals', facilitate their iconoclastic roles in The Dragon's Game.

Winners & Losers: If you make it to the top of your immortal realm, then you "win"—but only as long as you're able to hold onto your ultimate power. It's a lot harder than it sounds, especially when every other immortal is out to take what's yours.

After 20th Level: After 20th level, or 10,000,000 XP to be more precise, the character has the choice of pursuing any one of these three paths. The character may choose to ascend to the ranks of the chaotically influenced Eternals, and play their great cosmos-spanning games for Points; to ascend to the ranks of the lawfully influenced Deific Gods and play their great Ages-spanning games of immortality for possession of Spheres; or the character may choose to forego either of these "games" and choose instead the dangerous path of Material God free agency, playing his own "game" and owing no allegiance to the immortal powers-that-be.

Choosing Sides: In any event, no matter the course decided by the character, upon reaching 20th level one may rest assured that at least two of the three factions will contest openly for the character. While the Material Gods are, by nature, a loose body of beings who care not whether the character in question lives or dies, the remaining two factions, the Gods and the Eternals, have

much to gain if they succeed in convincing the newly realized 20th level immortal to join their ranks. (For the "gains" and why they actually get "signing bonuses," refer to the specific category of immortal in question.) Depending upon the relative "value" of the newly realized immortal in question, both the Eternals and the Gods will go through excessive, if not ridiculous, lengths to assure that the character will join their respective camps. Bribery, coercion, if not all-out Monty Haulism are but a few of the methods for "convincing" the character to join their games. There is a potential for fun there, considering the enmity which may follow in the wake of the character's refusing the "offer he couldn't refuse."

Converting From Realm To Realm: If the offer is too good to refuse, the conversion is typically—but not always—at a 1:1 ratio. For instance, a Material God with 1,000 Primal Points would be converted to a Deific God with 1,000 Primal Essence or an Eternal with 1,000 Points.

THE THREE REALMS

Overview: There are three basic realms of immortality in the SenZar System: that of the Material God, that of the Deific God, and that of the Eternal.

The Material Gods: This path of immortal free agency is quite easily the most dangerous and unpredictable of the three. The Material Gods, or immortals who remain in their material or corporeal forms, are those who choose to set their own immortal course. They owe allegiance neither to the chaotically influenced Eternals, nor to the lawfully structured schemes of the so-called "Gods." This free agency, while freeing them from the proscribed paths of immortality which both the Eternals and the Gods seem to enjoy, makes them, in effect, *persona non grata* in the eyes of the other immortals. The Material Gods' freedom from the "conventional" rules of immortality also makes it quite easy for any of the other two factions to visit upon them quite "unconventional" immortal sport, if not death. Though the Material God may seek to remove himself from "The Game," the three immortal factions are, to put it quite bluntly, in direct competition with one another in many ways, and it is not unknown for one, or both, of the two "opposing" factions to visit harm upon the supposedly "neutral" Material Gods simply to eliminate some of the "competition." Conversely, it is not unknown for the supposedly neutral Material God to turn right around and visit doom upon his fellow immortals, all in the name of vengeance.

The Deific Gods: This is the path taken by those characters who feel that they would be better off in a more lawful immortal realm. The gods have to play by a fairly strict set of rules. They are "bound" to their worshipers, and they wax in power as their worshipers increase in number (and wane as their worshipers decrease in both faith and number). The gods are extremely patient, and are quite willing to play a divine game with moves measured in centuries, and not mere days or years (or even hours, like the impatient Eternals). Characters who choose this path of

The Immortal Rules

immortality can count on an extremely structured existence defined by a concrete set of rules by which to live.

The Eternals: Those who choose this path of immortality should prepare for the most insane, controversial, demented immortal existence possible. The Eternals devote their immortal lives to playing a sprawling, insane, sometimes meaningless and never quite comprehensible “game” in which they win “Points” for bringing about shame, ruin, and embarrassment to their fellows, and sometimes to themselves. It all depends upon what the “game of the week” is, and what the specific rules of that particular game *are*. It is possible for an Eternal to rise from a mere “Freshman” to the higher ranks in meteoric fashion; conversely, it is possible for even the highest-ranked Eternal to plummet in rank to a mere Freshman.

IMMORTAL POWERS

First Primal: This is equal to the character’s Fame on a 1:1 basis. For instance, if his Fame is 100 (practically the minimum necessary to guarantee that The Dragon will notice you and broker you as an immortal), then he will gain an automatic 100 points of primal to call his own, which he can then employ as he sees fit.

Note: These bonuses are repeated in each one of the different immortal types in their “Immortal GenPackage,” so don’t think they’re additional bonuses. They’re not.

Now that you’re immortal, you can go shopping for attributes above 20 and those Immortal Powers.

HOARD!!!

What Can I Get Now? Your newly immortal character can actually purchase new Special Powers (if desired), save his Primal Points to be spent during his adventuring, or he can finally raise his attributes above “20” by a simple expenditure of primal.

Attribute Score	To Get To This Attribute	Primal Cost
20	30	100
30	40	1,000
40	50	10,000
50	75	100,000
75	100	1,000,000
100	*	???

For true Megalomaniacs only, we offer the be-all, end-all attribute of “*” —but only if the Creator is amenable to sheer Loon! There are no Saves ever, ever, ever necessary. You are the greatest that there is in all creation with an attribute of “*”. Play it as you will...

The Good & The Bad News: The bad news is that it actually costs a lot of Primal Points to buy attributes up. The good news, however, is that it can be done without having to set points aside in the Fate Point Pool (and having to wait an entire level for them to “mature”). Now that your character is an immortal, “maturity” is instantaneous, and attributes may be increased whenever the character decides to burn his primal to do so.

The Ugly News (or, Perfect Power): The ugly news is that all new immortals must have a “perfect” Power Attribute of “100” in order to contain all their new immortal essence. While at first glance this may appear to favor the magick-using types—who probably have been boosting their own Power Attribute during the course of their mortal careers—over the fighting-types, who probably have not—this seeming penalty actually balances the two adventuring types out such that they both have a fighting chance of survival in the super-harsh, super-extreme immortal realms. Also, and more importantly, the “100” is an absolute necessity for wielding immortal power. With anything less, the character would be doomed to a brief but extremely spectacular fireworks display as his own “less than immortal” soul explodes upon first attempt at his new immortal abilities.

So What Does This Mean? This means that your character absolutely, positively must have a Power Attribute of 100, or he will instantly blow up and die a horrific soul-death once he is subjected to the primal energies necessary to transform him into an immortal.

All new immortals MUST have a Power Attribute = 100, or they will blow up and die when subjected to primal energies!

Note: It’s not really that bad. Remember: one Fate Point can raise the Power Attribute by one point. It’s not like those other “difficult” attributes that take so many points to boost.

Professions & Primal Power: For the single-professioned immortal, this is quite a logical, 1:1 progression. For the dual- or multiple-professioned immortal, however, the progression can appear to be a bit more confusing. Simply split the primal power between the professions when it is awarded, or dole it out in any percentage between the professions as desired. Once the points are assigned to a profession, they cannot be switched between them. So once you’ve assigned them, the die is cast. (So be sure you really want to assign those points to that “other” profession.)

New Professions (Optional): Immortals, like everyone else, can learn new professions, if desired. This might become a headache, especially when it comes down to keeping track of normal XP and immortal XP, and the other pains associated with making new levels. Thus, we have to stress that this is entirely optional, and up to the Creator.

Levels & Hit Points: Immortals continue to make levels, and they continue to gain Hit Points. Don’t let the multi-level jumps confuse you—simply calculate the Hit Points (and other relevant

stats, like all CVs and such) as if the character has made all of those “missing” levels.

The “Common” Immortal GenPackage: The newly made immortal gets a powerful new GenPackage, which is full of potent new Immortal Special Powers. Although the different realms’ GenPackages are dealt with in their respective listings, there are some powers/abilities that are common to all three realms, and these will be noted as “FREE” so you won’t forget and burn primal to buy them.

IMMORTAL SPECIAL POWERS

ARCHIMAGE: This allows the immortal spellcaster to learn and cast new magicks from outside his own normal realm, without being forced to add another profession. The caster must meet the GenMins for that realm’s ProMagick profession; i.e., to learn any magick from the realm of Mysticism, one must meet the minimum requirements to become a Mystic. Due to the danger of *safely* tweaking one’s own soul to achieve this power, however, the cost is fairly steep, and, as such, is reserved for only the most powerful immortal spellcasters. **Primal Cost:** 1,000.

Note: You must have a spellcasting profession, or this will not work.

IMMORTAL WARRIOR: This Immortal Special Power allows you to violate the normal Action Phase Progression for both Professional and Semiprofessional Combat. With an expenditure of primal power, you can buy up your Action Phases from a lowly 3 (Semipro Combat max) or 5 (Pro Combat max) to whatever you want!

<u>Orig. # Action Phases</u>	<u>To Get To</u>	<u>Primal Cost</u>
3	4	40
4	5	50
5	6	100
6	7	1,000
7	8	10,000
8	9	100,000
9	10	1,000,000

Explanations: The “Orig. # Action Phases” is the number of Action Phases that you currently have. “To Get To” is the number of Action Phases to which you desire to raise yourself. “Primal Cost” is the amount of primal power to raise your Original number of Action Phases to the desired number of Action Phases (the progression works the same as the attribute-raising progression).

MEGA REGENERATION: This is the ability to regenerate, or to rapidly heal, damage. There are several different rates of regeneration:

<u>Rate</u>	<u>To Buy Up To</u>	<u>Primal Cost</u>
*1 Hit Point/hour	next	1
1 Hit Point/minute	next	10
1 Hit Point/Combat Round	next	100
1 Hit Point/Phase	next	1,000
10 Hit Points/Phase	next	10,000
100 Hit Points/Phase	next	100,000
1,000 Hit Points/Phase	next	1,000,000
etc., etc...		

*** = True Regeneration**

Explanations: The “1 Hit Point/hour” rate is for “True Regeneration,” and is FREE to all immortals. To buy it up to the next rate of one Hit Point/minute, however, will cost one primal; etc., etc.

PLANAR TRAVEL: This allows the immortal to ply the planes of reality. He must be familiar with his planar destination, or else he risks a “blind” transport. This does not enable him to move from point to point, only from plane to plane. This is “personal” only and requires one Action Phase. **Primal Cost:** 1,000.

THE SENZAR MINDTOUCH: The SenZar Mindtouch, or the so-called “language of the gods,” is the awesome mental ability of the immortal to communicate via a form of superior telepathy with his fellow immortals. Through the Mindtouch (again, this is the “shortened” name), the immortal can communicate as if he were standing next to the communicant. Also, “group lines” can be set up to allow communication between multiple immortals. Physical distance is not a factor, nor is the planar location of the communicants. With a successful WILL Save, the immortal may “bring someone through” to his own location via this most powerful communication. Both the communicants must succeed with the WILL Save, or the attempt will fail and both immortals will be unable to employ their Mindtouch for approximately one full Combat Round. Regardless of success or failure, each party in the transport must expend 1,000 Power Points due to the strain of the effect. Multiple parties may be brought through simultaneously, though each must expend 1,000 points to do so, and each must make his Save, or all will fail. Finally, the Mindtouch, being a superior form of telepathy, allows communication with any sentient who uses any form of language. While this does not grant the immortal the ability to actually “speak” or “read” the language, it does allow him to “override” the common bounds of mortal language and communicate directly, telepathically, with any sentient creature, mortal or otherwise.

<u>Ability</u>	<u>Power Cost</u>	<u>Time Required</u>
Mindtouch	0	1 Action Phase
Transport	1,000 each	1 Combat Round

Primal Cost: FREE.

THE SENZAR SIGHT: This ability (which most immortals simply refer to as “The Sight”) has two different facets: magick-

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oriented “sight,” and “normal” visual aspects. The magick-oriented facet is very similar to the Special Powers “Magick Sense” and “The Sight” (the mortal version), and indeed it functions in much the same manner with a few notable exceptions. This superior power has no limiting range, and can be employed up to the character’s full normal range of sight (or of whatever sense he chooses to substitute for his “sight” sense). There are no prerequisites for determining the “type” of magick involved (“good” or “bad” or whatever) with a being, spell, spell effect, or magick item. The Sight may be employed to determine if an entity is “mortal” or “immortal” by reading its auric signature and divining its relative power. The only defenses against this latter ability are “perfect” WILL Attributes, which will “null” the auric signature of the being, or primal defenses specifically designed to “cloak” the being’s aura. (Artifacts will fall into this latter category, though most mortal magick items will not.)

The Sight also grants the immortal with the ability to “tweak” his own normal vision to scan the extremes of the visual spectrum, in effect granting him the Special Powers of Gloom Sight, Infravision, and Ultravision. It should be noted that only the character’s natural racial visual capabilities will be in effect until he “tweaks” the Sight to scan the desired portion of the spectrum. Only one of the effects may be employed at any one time (the character will be “blind” in any of the other spectra while he is “tweaking” the Sight to scan in another). The Sight takes an Action Phase to summon, and it then will last until consciously dismissed.

<u>Ability</u>	<u>Power Cost</u>	<u>Time Required</u>
SenZar Sight	0	1 Action Phase
SenZar Sight =	Superior Magick Sense, the Sight, Gloom Sight, Infravision, and Ultravision	

Note: The part of “The Sight” about receiving revelatory visions of the future is just as persistent as ever. Maybe even moreso, as The Dragon, in its dual-aspects of the “good” Dragon and the “evil” Chthon are the direct granters of the visions.

Primal Cost: FREE.

SPELLTHOUGHT: All spellcasting times are reduced to one Action Phase by means of the “Spellthought” ability. No longer must the higher-Ordered spells be chanted laboriously in order to be cast. The immortal can now “abbreviate” any known spell and cast it without means of the proper verbal, somatic, and material components, in one Action Phase.

Spellthought = Spellcasting Time reduced to 1 Action Phase

Primal Cost: FREE.

TELEKINETIC FLIGHT: This allows the immortal to fly by means of Telekinetic Flight. This method of flight is extremely rapid, granting the immortal a potential top speed of 1 CMR per level of ability. **Primal Cost:** 100.

TELEPORTATION: This allows the immortal to will himself to any location on his current plane which he has seen before. The caster may make “line of sight” transports, as well as even attempt “blind” transports (such as “one mile, straight up”), though there is no guarantee of success, and the immortal may find himself molecularly bound with some inanimate object (and probably quite dead). This is a “personal teleport,” and no others may be taken along. This requires one Action Phase. **Primal Cost:** 250.

TRUEREGENERATION: The limits of True Regeneration are fairly easy to comprehend. The immortal can regenerate any sort of grievous, traumatic bodily harm inflicted upon him, up to and including the loss of “life” and “limb.” For the Deific God and the Eternal, the practical limit to this potent ability is that the immortal cannot regenerate from damage equal to 0 Hit Points - the immortal’s total Hit Points. This is considered to be the point at which there is nothing left of the being to regenerate.

True Regeneration Rate = 1 Hit Point/hour
True Regeneration TOD = 0 Hit Points - immortal’s total Hit Points

Note: While the Material God may also enjoy this ability, he is subject to one small exception—if he loses his head, it’s over, no matter the number of current Hit Points. (For the specifics on “Immortality & Death,” please refer to the individual immortal sections.)

True Regeneration TOD & “Death”: At “0” or lower Hit Points, the immortal is technically “dead,” or, to be more precise, at least “unconscious” (unless he has the “Toughness” Special Power). The True Regeneration TOD doesn’t mean that the immortal can fight all the way down to negative Hit Point numbers. It merely means that he cannot “die” until his form can no longer regenerate itself from “death.”

Primal Cost: FREE.

Fate this, Connorre Mor! (Darokin, ranting)

I’m new at this “good guy” thing. (Ragnar)

Can I call myself the secret controller of Voom?
(Rasmussen)

THE MATERIAL GODS

Level	Rank	Primal Goal	Power Points	Power Reg.
25	Material God	1	15,000	150
30	Material God	100	20,000	200
35	Material God	1,000	25,000	250
40	Material God	10,000	50,000	500
45	Material God	50,000	75,000	750
50	Material God	100,000	100,000	1,000
60	Material God	200,000	200,000	2,000
70	Material God	300,000	300,000	3,000
80	Material God	400,000	400,000	4,000
90	Material God	500,000	500,000	5,000
100	Material God	1,000,000	1,000,000	10,000

Level = Effective level of Material God

Rank = "Name" rank of Material God

Primal Goal = Primal Power accrued by the Material God to gain Rank

Power Points = Internal, regenerating "mortal" Power Pool of Material God

Power Reg. = Power Regeneration, per hour

Material God GenPackage

First Primal

The Sight

Mindtouch

Shadar or Anshadar Sub-GenPackage (select 1)

Material God Prime Power

Anshadar Sub-GenPackage

Shadar Nemesis

True Regeneration

Spellthought

Children Of The Light

Sidhe (Language, Level 2)

Shadar Sub-GenPackage

Anshadar Nemesis

True Regeneration

Spellthought

Spawn Of The Dark Earth

Druus (Language, Level 2)

Shapeshift Order 1 at will

To Kill A Material God: If you are reduced down below the point at which you can no longer regenerate your Hit Points (which for most purposes, at least so far as True Regeneration or better is concerned, is equal to your total normal Hit Points subtracted from 0; see "TOD" in Combat for more info), then you are dead. The Material God is nothing more than flesh and blood, despite his nine-Power Foci self, and his potent special immortal powers.

Break On Through: The mortal must become the immortal, and for him to do so requires his "death." This "death," which some of the Material Gods refer to as "Breaking Through," is merely the death of the mortal body, which then becomes immor-

tal, and the subsequent transconfiguration of the mortal soul to the true immortal soul. (This is the elevation of the seven Power Foci of the mortal soul to the nine immortal ones.)

When Does This Happen? At any time after 20th level (when the character has gained so much personal power that he's "ripe" to become an immortal), the character's actual physical death can trigger the transformation into a Material God.

"Death" takes many different forms, some of which aren't necessarily fatal. The most efficient way to achieve this grand transition is to ingest a dose of Silverstuff, an ultimate Exotic with the ability to grant true immortality to those who are ready to become immortal. Ingestion will trigger the "death" of the mortal body and soul, and the ensuing "chrysalis" state resulting from the ingestion of the Silverstuff will gradually transform the old mortal form into the new, super-powered immortal one.

Another way to trigger the effect is to die a dramatic death while in the service of a great cause (not necessarily a good or evil one), or through the ultimate sacrifice while fulfilling the obligations of a Code. The Dragon will notice such heroes, and more often than not will "spare" those who are worthy (20th level, paragons of their Code or cause, Power Attributes or Fame of 100, etc.) from certain death, and transform them from mortals into immortals.

The Dragon indeed moves in mysterious ways. The "death" of the "noticed" character (the one The Dragon has taken a liking to) will seem to all others who witness to be a dread, certain finality. The cry and the hue will magnify, even as the fireworks from "the ultimate battle" (or whatever it is that your character has just fought) leave all who manage to survive it with the impression that "no one could have survived that." And how right they would be, for no one probably *could* have survived it without the intervention of The Dragon itself. Not that those whom The Dragon has "noticed" and has plucked from doom are to be considered too fortunate, even having cheated death, for now that they are new immortals, they must prove themselves in The Dragon's Game.

THE DRAGON'S GAME

The Price Of Immortality: "Immortality" isn't what it's cracked up to be. Your newly immortal character has more power than he's ever even dreamed about, but now he must choose sides in the greatest cosmic chess game ever played, The Dragon's Game.

The Sides: As in the game chess, there are two sides: white, and black. The white side, or the "Anshadar," contest not for supremacy but for a status quo with the black side, or the "Shadar." While it would indeed be difficult to pin an absolute "alignment" on either side, it's fairly safe to assume that for most purposes that the Anshadar are "good" and the Shadar are "evil." Further clarification for this is provided by the epithets associated with the two sides: the Shadar are commonly known as "The Spawn of the Dark Earth," while the Anshadar are known as "The Children of the Light." (Not that it's uncommon to see the "Children of the Light" act more like the "wicked" Shadar whom they are alleged to contest.)

The Immortal Rules

The Anshadar: These are “The Children of the Light,” those immortals who choose the path of The Dragon, the Cause, and the Light. The Anshadar gain True Regeneration, as well as all of the Anshadar “Sub-GenPackage Powers.” Both Anshadar and Shadar gain the unique “Prime Power” (which is explained later on).

The Shadar: These are “The Spawn of the Dark Earth,” those immortals who choose the way of Chthon, the Dark Earth Mother. The Shadar gain the same basic abilities as do the Anshadar, as well as several abilities which are unique to their own dark ways, the Shadar “Sub-GenPackage Powers.”

Material God Sub-GenPackage Powers

Children Of The Light: This empowers the Anshadar with a unique rapport and bond with the creatures of the Good Earth, who will recognize the Anshadar as living embodiments of The Dragon, and who will treat them with the respect due their status. This rapport will extend to all “normal” creatures of “good” inclination (Creator’s discretion as to who and what *that* means!), and will allow the character to pass peacefully among the creatures without fear of aggression, and to be most favorably inclined when dealing directly with them. Of course, this doesn’t mean that the character can run about, blatantly mangling the local sylvan flora and fauna. It does, however, grant the Anshadar the rank of “Dragon Lord,” and allows him to command any Good Earth-inclined or Good Earth God-serving creature by presence alone. As always, there must be a reason for the commands, such as a great quest in the name of the Good Earth, and the creatures must be favorably inclined to do The Dragon’s bidding anyway. If so, then the Anshadar can command any non-immortal for the duration of the quest, and he can command them unto death. Finally, this grants the Anshadar the ability to communicate in Sidhe, the language of the Good Earth.

Children Of The Light = Dragon Lord status
Sidhe (Language, Level 2)

Spawn Of The Dark Earth: This comprehensive package (or “Pact” to be more precise) of corruption endows the Shadar with powers controlling the dark powers of the Pit itself. Though this does not provide for the actual summoning of these foul creatures, it does provide the Shadar with the ability to be recognized immediately by the denizens of the Pit, to be accorded the proper “respect” according to their relative stations, and to be afforded the full control and command of any forces from the Pit that he may encounter. Basically, this grants the Shadar the relative rank of “Druus Lord” (which is equal to the rank of any one of your average Demon Lords). As long as the Shadar doesn’t overstep his bounds—like trying to commandeer a small horde of Pit Demons who are performing some task for a Demon Prince, or Chthon herself (who’s a little bit above a mere “Druus Lord” in status)—then he can usually expect and receive total subservience from those Pit-things that he encounters. Finally, this grants the Shadar the ability to communicate in Druus, the language of the Dark Earth.

Spawn Of The Dark Earth = Druus Lord status
Druus (Language, Level 2)

Shapeshift: This ability grants the Shadar the power to shift his own physical form at will, as per the “Shapeshifter” (see the “Freaks” for more info). For the “level” associated with the Shift, the Shadar is considered to be at his own level of experience.

Shapeshift = 1st Order Shapeshift at will
“Level” associated with Shift = Shadar’s own level

The Archimage Of Krystallmyst: “Archimage” applies to any immortal with the Immortal Special Power, no matter his particular inclinations or adherences to a specific realm, and no matter his respective level. It should be noted, however, that *one and only one* Archimage—an Anshadar Archimage, mind you—will be chosen by The Dragon to wield the Krystallstaff and serve its cosmic whims as “Archimage of Krystallmyst.” The Krystallstaff acts as a bond between the Archimage of Krystallmyst and The Dragon, and grants the Archimage awesome powers, as well as the responsibilities that come with such powers.

Note: For more info on the Krystallstaff, and the powers and responsibilities that come with it, see “Supreme Artifacts” in “Things Magick.”

The Nemesis

The Nemesis: The opposing force in The Dragon’s Game is called “The Nemesis.” Both black and white forces will perceive their specific Nemesis as their most deadly opponent, and will go to any length to see it meet its end. (To sanctify this most abominable relationship, we suggest a reward of 2X the normal primal power for the destruction of one’s Nemesis.) The Nemesis leads us right to:

The Anshadar Effect

The Anshadar Effect: This is the necessary “balance” of The Dragon’s Game. It states that for each new Material God made, his “opposite,” or “Nemesis,” must also be made. While it is called “The Anshadar Effect,” and seems to stand merely for the Anshadar side of the Anshadar/Shadar equation, it represents the entire spectrum of “equal yet opposite” forces in the immortal equation. When a new Shadar is realized, The Dragon itself will ensure that a new Anshadar soon will be made to perpetuate the balance of “black” and “white” in The Dragon’s Game. Conversely, when a new Anshadar is made, a new Shadar will soon be made at the behest of The Dragon.

The Balance: While The Dragon will seek to introduce a new “white” or “black” piece to maintain the balance, whether or not this new balance will keep is entirely up to the white and black forces. For those dark times when masses of Material Gods are destined to roam the land, The Dragon will see to it that the VoidSpawn (see the “Freaks” section for more info) is introduced, just to keep things *really* even.

Primal Power: This is the Material God's measure of experience, and hoarding it is the crux of most Material Gods' existences. Instead of keeping an "Experience Point" goal like mortals do, the Material God keeps track of primal power, and uses it to establish his "rank" (and thus his level). Unfortunately, now that the rules have changed, gaining XP (or primal power in this case) isn't quite as easy as it used to be.

1 point of Primal Power = 10,000 points of Magick Power

As with the other immortals, the Material God may "burn" his primal power to augment his own reserves of regenerating magick power. However, primal power that is burned will not regenerate.

Gaining Primal Power: The Material God gains his primal power in any way possible. Ingesting Silverstuff is the time-consuming way. Another way is by questing for Fate Points, which transform directly unto primal power points at 1:1 rate. The most common—and most interesting—means, however, is through combat with another Material God. Upon the true death of the opponent, the victor of this immortal combat gains the primal power of the fallen foe in a sensational festival of cosmic fireworks. A certain portion of primal power from the victim is instantaneously added to that of the victor, and the victor may immediately gain a new rank, if applicable. This spectacular event is known by many names, with the appellation varying from Material God to Material God, Anshadar to Shadar. (Some examples are the neutral yet misnomered "The Anshadar Effect," the very light "Electric Angels Sing," or the very dark "Feast of Souls.")

1 Dose Silverstuff = 1 Primal Point
1 Fate Point = 1 Primal Point

Immortal Combat With Deific Gods & Eternals:

This is unwise, and may precipitate an all-out God War. However, should it occur, the Material God is entitled to the *entire* primal point pool of the victim!

Material God Defeats	Primal Award
Material God	all Primal Power from Material God
Deific God	all Primal Essence from God's Sphere
Eternal	all Eternal's Points

While on the surface this would seem to indicate that it is more profitable to defeat those immortals outside the realm of the Material Gods, one should be warned—strongly warned, mind you—that the actual collection of the award often will be more difficult than the actual combat. For instance, to gain the Primal Essence from a Deific God's Sphere will require the Material God to bond with the Sphere, which may just force him to become that Deific God, or possibly fight the remainder of that god's entire pantheon (who'll be seeking vengeance or that fallen god's Sphere for themselves, or even both); to gain the Points of an Eternal will require a visit to the Pool to claim that Eternal's Silver Twist, and this must be done before a full convocation of the League, where all sorts of hell can (and probably will) break loose.

Note: The different immortal terms are explained in their respective write-ups.

Sharing Primal: If two or more Material Gods share in defeating a single immortal (or even multiple immortals), then it's acceptable to split the primal points of the victim (or victims) between the victors.

Note: As always, the Creator has the final say here, and may decide to apportion the reward as he sees fit.

The Bottom Line: It's safer and saner for the Material God to combat his own kind, and not to wage war upon the Deific Gods and Eternals. A series of cosmic checks and balances makes it unprofitable for one branch of immortals to wage war upon another branch.

A Death In The Family: So, what happens when an immortal dies? The immortal who just killed him takes all of his remaining primal power and "eats" it for his own, and the victim's soul is either:

- A) Banished to either the Source or the Void, respectively (depending on one's "good" or "evil" inclination). In this case, physical "resurrection" is possible, although as a mortal (unless there are serious Primal Magicks at play, and someone is willing to invest some primal in the poor sap to restore his former immortality.)
- B) Totally destroyed in the process. In this case, you can burn the character sheet.
- C) Creator's option.

The Material God Prime Power

The Prime Power: This is the unique power, the so-called "Stuff of Dreams," that each new Material God gains. Each new Material God gains this unique personal power, a power which is not a "new" power, but which is a supreme intensification of some power, ability, or essence which his former mortal identity enjoyed (the "stuff" of his "dreams"). This new "special power" is directly tied into the Material God's own Power Pool, and normally he must supply his own power in order to employ this unique ability.

Ability	Cost	Time To Activate
Prime Power	variable	1 Action Phase

What Are My Choices? The Prime Power must be something of a "trademark" of the character's persona; something that has made him different from the rest of the characters out there. Prime Powers, since they are "The Stuff of Dreams," can literally be anything imaginable—as long as the Creator can live with the Player's choice of power for his PC, that is. Some notable powers chosen can be "Luck," or "Probability Manipulation"; "Bad Luck" (a variation of "Luck"); "Fate" (a combination of both "Luck" and "Bad Luck"); "Super Strength"; "Temporal Manipulation"; "Entropy" (a variation of "Temporal Manipulation"); "Perfect Assassination"; "Soulforging";

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“Transmutation”; “Piercing Mysticism”; “Artificing”; and even an intensification of being “One With the Phoenix” or “WyrmSpawn.”

A Few Examples Of Prime Powers

Artificer: This grants the immortal the power to ignore any and all Power Saves while artificing conventional items and creating artifacts. Additionally, the artificer is the only immortal who is not “helpless” while artificing; in fact, he’s at full, normal CVs and combat capabilities. Finally, any artificing (conventional or artifact) can be done in a mere one Action Phase! Not to be confused with the lowly Special Power of the same name.

Piercing: This grants the power to cast all magicks (including any and all Ki-type martial art stuff) at a whopping -1 per level of the caster to the victim’s Saves. This costs no power to use, and may be employed at the caster’s discretion.

Probability Manipulation: This grants the immortal the power to manipulate his own personal die rolls (CV Rolls, Skill Rolls, Saves, etc.), and he now can “roll” any roll that he wishes, as long as his power can keep up with his “editing.” The Power Point Cost is 10 points per ± 1 . Unlike the Super Focus, this power will not allow the character to supersede the “perfect” die roll, i.e., “20” on a d20 and “100” on a d100 is as high as the immortal can edit the roll.

Soulforging: This grants the “master” Smith a perfect “**” in his Smithing Skill Roll, and allows him to work anything by summoning an extension of his own soul as a smithing hammer. Smithing time is reduced to a mere 1 Action Phase, even with the toughest Exotic. At the Creator’s discretion, the Soulforged may summon forth his hammer (or whatever else he decides to make it) and inflict true weapon damage. By burning primal, the Soulforged can even create life. This is achieved at a 1 Fate Point to 1 Primal Point rate, with the Fate Points going to pay for the created creature’s attributes (and whatever else). The only limits to the Soulforged’s abilities are his imagination, and the Creator’s approval.

Stacking: This grants the power to “stack” multiple spellcastings into a single Action Phase magickal onslaught. If you know the spell and you’ve got the Power Points to burn, you can cast as many as you wish in but one Action Phase. This applies only to mortal magicks from 1st - 10th Order. All normal effects, including AOE’s, Saves, and whatever, will still apply; the caster must also pay the full normal Power Point Cost for casting the spells.

Super Boost: This grants the immortal spellcaster the power to Super Boost *all* of his “damage” type spells of 1st - 10th Order, in effect allowing him to inflict up to 10X the normal damage per casting. Thus, a mere 1st Order Bolt could shatter the max of 100 points of damage, and could instead inflict anywhere from 1 to 1,000 points! The caster will still have to pay for the extra points, of course.

Super Focus: This grants the ability to Focus, as per the martial art discipline—but there is no “limit” save for the number of Power Points one wishes to burn. For each one Power Point burnt, the immortal may boost any of his CV Rolls by one point.

Super Strength: This grants the power to boost the Damage Class potential done with a hit. For a mere 10 points of power, the immortal can add a single DC to the effects of his hit! Optionally, the character can temporarily boost his own STR Attribute a single space for every 100 points spent, with the points being deducted from his Power Pool each and every Action Phase he decides to “keep it on.”

Temporal Manipulation: This grants the immortal any and all of the magicks involving temporal magicks or temporal effects (such as any of the Slow, Haste, Super Haste, etc.), and allows him to invoke them as personal powers. The Power Point Cost is a mere one-tenth the normal casting cost of these magicks. Conversely, the immortal can counter any such magicks cast in his immediate vicinity (AOE at Creator’s discretion) by a simple expenditure of power, as if he himself were invoking it.

Transmutation: This power grants the immortal with the ability to transmute (as per the “Mutation”), but any substance (including organics, inorganics, Exotics, etc.) may be learned. One Coin’s worth of one substance may be transmuted into another per Power Point spent. There is no need to touch the substance in order to transmute it, or to learn it; the effective range is per the 10th Order spell range. A library of substances must still be built, but learning requires a mere Action Phase. Alternately, a CV Roll may be made to transmute-attack another sentient (use your imagination here; we won’t spell it out—carbon head!). Damage inflicted is at a one Hit Point to one Power Point rate. Silverstuff requires one primal per dose.

Rather than bog you down with endless examples of a potentially infinitely varying power, we thought we’d give you a few basic ideas as to the whys and wherefores of the Prime Power. And, of course, to set you free to create your own!

Saves vs. Prime Powers: There are none unless the victim has a Prime Power that *specifically* defends or can defend against such an attack. (Artifacts are possible candidates for Prime Power defense. They must, however, *specifically* counter or defend against the Prime Power.)

Opposing Prime Powers: Such an unfortunate occasion will probably cause both Player and Creator alike to grind his teeth in frustration, but it can be resolved by understanding the simple fact that one power must be the “attacker,” and one must be the “defender.” The attacker will go first, spending his points as desired, then the defender will be able to counter instantly, should he desire. There is only one limit to the possible amount of points that can be “bid” at once, and that is the limit of the immortal’s own Power Pool. (This works very much like Primal Magick Combat, and should be treated as such, with the exception of the number of Power Points that can be “bid.”)

Prime Powers & Action Phases: Each Material God Prime Power requires a single Action Phase for the immortal to activate it. Even though these powers are considered to be of the “at will” variety, they actually require an Action Phase to employ (except for Opposing Prime Powers, see above).

A Final Word Of Advice: The Material God Prime Power is the most “difficult” ability to define in the game. The most important thing to remember when defining this unique ability, however, is that it *is* unique, and should be treated as such. Each power will vary from PC to PC; each power being an intensification of that particular PC’s own essence, and his alone. And while not everyone is going to have a “Super Atomic Megadeth” Prime Power, you may rest assured that no one is going to have one that is in the least bit “wimpy.” Both the Player and the Creator have invested too much time and effort in getting themselves to this point in the game, and neither should have to suffer at the other’s expense. In the end, it’s all simply a question of balance when it comes to striking a deal between Player and Creator for the new Prime Power: the balance of the Player’s wishes for his new immortal character, the balance of the Creator’s wishes for his campaign, and the delicate balance between the two.

THE DEIFIC GODS

Level	Rank	Primal Goal	Power Points	Power Reg.
25	Godling	1	10,000/15,000	100/150
30	Demigod	100	10,000/20,000	100/200
35	New God	1,000	10,000/25,000	100/250
40	Lesser God	10,000	10,000/50,000	100/500
45	Lesser God	50,000	10,000/75,000	100/750
50	God	100,000	10,000/100,000	100/1,000
60	God	200,000	10,000/200,000	100/2,000
70	Greater God	300,000	10,000/300,000	100/3,000
80	Greater God	400,000	10,000/400,000	100/4,000
90	Greater God	500,000	10,000/500,000	100/5,000
100	Supreme God	1,000,000	10,000/1,000,000	100/10,000

Level = Effective level of Deific God

Rank = Relative “name” rank of Deific God

Primal Goal = Primal Essence (“mana”) accrued by the Deific God to gain his Rank

Power Points = Internal, regenerating Avatar Power Pool of Deific God. The second entry is Power Pool while on Power Sphere.

Power Reg. = Power Regeneration, per hour. Again, the slash separates the Avatar’s rate from that on the Power Sphere.

Deific God GenPackage

First Primal
The Sight
Mindtouch
Spellthought
True Regeneration
Sphere
Link with Sphere
Avatar Creation

To Kill A Deific God: It’s fairly easy to kill the Avatar of the Deific God, as it is nothing more than a “shadow” of the true immortal, nothing more than a 1 Primal Point simulacrum of its creator. To actually permanently kill a Deific God, however, one must find the god’s Home Sphere and kill him there, which is more difficult.

Ascension: Characters who have reached 20th level are indeed ready to assume their new mantle of divine immortality. The only problem with ascending is that the character must have a sponsor. (It takes another “god” to make one.)

Sponsorship: More likely than not, the 20th level candidate for divine immortality has been closely affiliated with his god, or pantheon of gods, and as such this close and most faithful relationship (perhaps as a Priest of that particular deity) has earned him a divine sponsor. This divine sponsor, who normally is the character’s patron deity, will probably be inclined to provide the necessary “boost” to the character in order to pave the way for his ascension (or descension, if the character’s patron is of the darker bent). The divine sponsor will “bring over” his faithful minion, and will grant him a “probationary” status as a newly made Godling. The new Godling must faithfully adhere to his patron’s wishes, beliefs, and specific rules, and he must do so until he has acquired enough worshipers of his own to advance to the “Demigod” rank. This newly made Godling will also be granted a low-grade Sphere to lord it over. The Godling must attend his

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Sphere with the utmost attention, as it ultimately provides him with his divine power.

Spheres: The Sphere, or “plane” as it is sometimes known, is the seat of the god’s Power. Spheres are, in fact, semi-sentient entities that accumulate, store, and channel Primal Essence, or “mana,” which is the magickal/spiritual power provided by the god’s many faithful worshipers. Spheres act as Power Batteries, accumulating and storing raw Primal Essence that the god then channels for his own power needs. The Sphere and the god enjoy a mutually beneficial symbiosis, each gaining something from the other while providing some service in return. The Sphere provides the god with power converted from the god’s worshipers, and the Sphere receives special care, attention, and an actual focus of spiritual energy from the god’s worship that allows it to continue its own existence. Without an active god to tend to its needs and provide an active focus for raw mana, the Sphere cannot harvest the “directed” mana that it needs to exist, and it will eventually atrophy into a dazed, semi-aware existence or eventually wither away and “die.” To fully realize the benefits of a Sphere, the god must be bound with it.

Binding The Sphere: To bind himself with a Sphere, the god must project his own magickal essence, or soul, into the Sphere and “become one” with it. This psycho-sensual experience requires the expenditure of a minimum of 10,000 points of Primal Essence, and once burnt, these points are gone. (That’s why it takes a god to make a god. 10,000 points of Primal Essence is the bare minimum necessary for a “God” to even exist, and if he burnt this much Primal Essence to make another god, he’d be reduced to a mortal in the process!) No special Saves are necessary; the 10,000 points more than takes care of that. Once the god is bound to the Sphere, then the Sphere is considered to have one point of Primal Essence in its “battery,” which is where the god’s new Primal Essence will accrue.

So Where’s My Primal Essence? Once the Sphere is bound to the god, it begins to accumulate the directed psycho-magickal energies of the god’s devoted worshipers. This, however, may take some time.

Worshippers: These are the faithful flocks whose faith, prayers, worship, and sacrifice provide the mana that the god needs in order to survive. Without them, the god is nothing more than a fading ghost of memory. With them, the god is a force to be reckoned with. As such, many of the gods go to great troubles to provide for their worshipers (to keep them fit and faithful so that their mana can reach him), and many gods actively “recruit” new worshipers via their priests. In any event, worshipers grant the god (or more specifically, his Sphere) Primal Essence as follows:

<u>Event</u>	<u>Primal Essence Value</u>
Devout Prayer worshipers	1 point per year per 10,000
Dedicated Temple	1 point per year
Sacrifice (monetary)	0
Sacrifice (other)	1 point per 10,000 Power Points

Devout Prayer: This doesn’t mean a simple recitation of prayer. Instead, this means the devout, heartfelt utterance of prayers each and every day of the year, with little or no fail during the entire year. This may be accomplished whenever and wherever the worshiper sees fit, though the traditional locations specific to the god himself are most appropriate.

Note: This ties in with the worshiper’s “Codes” (to which the god is aligned), with more “Devoted” worshipers granting proportionately more mana.

Dedicated Temples: Temples are specifically dedicated places of worship wherein the prayers of the faithful are augmented by the architecture of the structure and focused more precisely (and more efficiently) to the god’s Sphere. For game purposes, only structures that have the “Sanctum Sanctorum” spell upon them (see “Divine Magick”) qualify as true Temples. To gain the benefit of the Temple’s focusing powers, the altar (or main altar of the larger Temples) absolutely must remain pure and undefiled for the entire year. Any desecration will immediately destroy the benefit for that year, and the altar must be “purified” again before another year-long period of focusing can begin. (Now you see why the gods so jealously guard their altars.) There is no practical limit as to the number of Temples a god may have dedicated to him.

Sacrifice: Quite simply, monetary sacrifice is worthless to a god so far as his own Primal Essence is concerned. It may, however, be used to build new Temples, to “recruit” new worshipers, and of course maintain the gods own faithful flocks. Only then does it merit consideration. The sacrifice of power, however, is of direct and immediate benefit to the god, for such sacrifices liberate raw Magick Power which the god’s Sphere can efficiently convert to Primal Essence. While the majority of “good” gods generally frown upon the often barbaric “human sacrifice” in their honor, it is a near-certainty that most “evil” deities actually relish the opportunity to gain their Primal Essence through such efficient—and satisfying—means. The sacrifice will grant one point of power per point of power within the victim’s own Power Pool (a simple one-to-one conversion). For every 10,000 points of power sacrificed to the god, his Sphere will accrue one point of Primal Essence.

Note: This may only be achieved within the bounds of a true Temple; all other sacrifice outside the Temple will be noted by the Deific God, of course, yet will do him little good.

Primal Essence: By himself, the god is only a moderately powerful immortal. When bound to a Sphere, however, the god becomes as powerful as the Sphere itself. The gods’ Primal Essence, or immortal Magick Power, is tied directly to their Spheres. Primal Essence is the “experience point” measure of the gods. By gaining it, they gain in rank. By burning too much, they can temporarily lose their rank. By burning entirely too much of it at once, they can even drain or destroy their Spheres, and subsequently lose their rank permanently (or at least until they acquire more Primal Essence from their many worshipers). Gods may “burn” their Primal Essence to augment their own Power Pool. Once burnt, however, the Primal Essence is gone, and will not regenerate until the worshipers add more Primal Essence to the god’s Sphere.

1 point of Primal Essence = 10,000 points of Magick Power

Avatars: When gods wish to travel forth from their Sphere, they must create an Avatar, or physical embodiment, of themselves. Since gods have no true corporeal form (they lose their own “bodies” once they bind with their Spheres), they have to journey forth from their celestial homes in a material form that they create from their Primal Essence. For game purposes, the Avatar will contain the same physical attributes, Power Pool, and levels as the god himself normally would (that’s why they still have to keep track of their level). The actual creation of the Avatar takes one Point of Primal Essence, which may be “returned” to the Sphere upon the Avatar’s safe return to the Sphere. However, while the Avatar can be “destroyed” while adventuring (which is a little different than the actual destruction of the god), the god’s own true form, which is safely nestled within his Sphere, can live to wander another day. Of course, the destruction of the Avatar will cost the god the single point of Primal Essence that he invested within it.

Creation of Avatar = 1 point of Primal Essence

Destruction of Avatar = When Avatar is “killed”

Destruction of Avatar = loss of 1 point of Primal Essence

Avatar Destruction: This is equivalent to the damage necessary for the “mortal” version of the Deific God to be “killed”; that is, when it is brought down below “0” Hit Points. There is no “0 Hit Points - the immortal’s total Hit Points” True Regeneration bonus for a mere Avatar. (Other factors such as the “Toughness” Special Power can modify the “Below 0 and you’re dead” rule, however.)

The penalty, however, for “being destroyed” in Avatar form is fairly strict:

Destruction of Avatar = 1 year and 1 day of no Avatar activity

In other words, should the god mess up and get destroyed while in Avatar form, he will suffer a mandatory sentence of one year and one day during which he is “confined” to his Sphere, and may not send forth any more Avatar forms during this time.

Supercharging Avatars (Optional): If desired, more than 1 Primal Essence may be invested into an Avatar, to supercharge it and allow it to employ Primal Magicks while away from the Deific God’s Sphere. The same rules and penalties apply as above. *Note: If used, we suggest that this be relegated to times of God Wars only, as it imbalances the Deific Gods’ relative power during other times.*

Immortality & Death: The actual total destruction of a Deific God is not possible unless he is actually destroyed on his own Sphere. This, of course, requires that the god be brought down so far that his own True Regeneration powers cannot take over to save his life. Once this is accomplished, however, the Sphere will “absorb” the god, drawing the god’s final essence into itself and in the process shredding whatever semblance of identity the entity once possessed. This will effectively “destroy” the god, not to mention “free up” his Sphere (and all its remaining Primal Essence) in the process. For 10,000 points of Primal

Essence (or Primal Power, or Points), the Sphere can be “claimed” by the victor, and added to his own collection.

Note: The actual “retirement” of a Deific God doubtless will be one of the most difficult events in the game, as the god will most certainly attempt to burn as much of his Primal Essence as possible in order to repel the invaders. And since Deific Gods tend to have friends within their own pantheons, it’s more than likely that direct attack upon an individual god can result in a full-blown, cosmos-shattering “God War.”

The God War: Once every Age or so, it’s bound to happen: the immortals get antsy, words (or worshipers) are exchanged, tempers flare, and the immortals try their immortal best to visit pain, doom, and destruction upon their fellow immortals. It’s bad enough when Deific Gods wage their God Wars upon their fellow Deific Gods. But if (and when) the conflict spills over and the Eternals and Material Gods become involved, all sorts of cosmos-shattering events can (and usually do) transpire. The unwritten rules of the God War are fairly simple: If you start the war, then you’d better win it, because if you don’t, you’ll most certainly be destroyed.

Granting Power To Worshipers: The Sphere itself grants each and every single one of your faithful flock the Magick Power for you—except for the mighty “Miracle” (or “Wish,” or whatever), and the special creation of artifacts for the faithful. These actually require the god himself to “approve” the expenditure, which will cost the Sphere one whole point of Primal Essence (or even more in the case of certain artifacts). Needless to say, the Priest who tries to cast such a power-drainer had better have a good reason for doing so...

Spell Order

1st-10th

Miracle (or “Wish”)

Artifact

Cost To Grant

0

1 point Primal Essence

Primal Cost of Artifact

Immortal Combat: As with the Material Gods, Deific Gods can gain Primal Essence by right of combat, and by several other methods.

1 Dose Silverstuff = 1 Primal Essence

1 Fate Point = 1 Primal Essence

Deific God Defeats

Material God

Deific God

Eternal

Primal Award

all of Material God’s Primal points

all Primal Essence from God’s Sphere (has to bind with Sphere to gain this)

all Eternal’s Points

While the Deific God gets a most convenient rate of conversion (he gets all of the Material God’s currently remaining primal, the same warnings still apply to the Deific Gods when it comes to actually claiming their award—claiming the primal can often be tougher than winning it in the first place. In fact, while outside his Sphere, the Deific God will be hard pressed even to survive a combat with either a Material God or an Eternal (unless he’s supercharged, of course, and maybe not even then), and no sane

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god will attempt to draw another immortal into his Sphere, all for the sake of combat—it's simply too risky!

"When The Weirding Wakes..." (TK'93)

*'Neath elder spire
Transfixed by ill-desire
Bathed in purple glow
Suffused by twin lovers' fire
No kin may call this night
No warrior of the curved cross
 May bear steel forged of man
 When the Weirding wakes
Seven times seven thousand
Souls in black amber
Like the frozen wail
Of the chorus of the damned
Wake upon the Weirding
Naught but blood
Will staunch their flow
 But not the blood of the sons of man
 But not the blood of the sons of man
When the Sleeper from dread repose wakes
Man, his banshee scream, dies
Seven times seven thousand times
Passing, black spider spinning
The New Fate of the Forever City
 The shining dragon tarnished
 The shining dragon banished
Four black spires stab the heart of heaven
Black rain falls for seven times seven thousand days
Scions of darkness spin, spiders all
Webs of treachery, curved cross unerring
 In holy cause deceived
 In holy cause deceived
Sleeper rising, Sleeper wakes
Spawn of Dark Earth, the Horned One
Death incarnate, Thanatos Rex
Blasted, undone, disgraced
No more to grace the night
 These Children of the Light
 These Children of the Light...*

THE ETERNALS

Level	Rank	Primal Goal	Power Points	Power Reg.
25	Freshman	1	15,000	150
30	Sophomore	100	20,000	200
35	Junior	1,000	25,000	250
40	Senior	10,000	50,000	500
45	Graduate	50,000	75,000	750
50	Eternal	100,000	100,000	1,000
60	Master	200,000	200,000	2,000
70	Headmaster	300,000	300,000	3,000
80	Highmaster	400,000	400,000	4,000
90	Archmaster	500,000	500,000	5,000
100	Grandmaster	1,000,000	1,000,000	10,000

Level = Effective level of Eternal

Rank = Relative "name" rank of Eternal

Primal Goal = Points accrued by the Eternal to gain his Rank

Power Points = Internal, regenerating "mortal" Power Pool of Eternal

Power Reg. = Power Regeneration, per hour

Eternal GenPackage

First Primal

The Sight

Mindtouch

Spellthought

True Regeneration

Shapeshift

Link with the Pool (explained in the section on "The Pool")

To Kill An Eternal: Perhaps the most difficult of all the immortals to permanently kill, and, contrarily, perhaps the easiest. They bleed just like the Material Gods, but they are not truly creatures of flesh and blood (at least as we mortals know it). They are, in fact, "projections" from the Pool, where their true physical essences have been "stored." Thus, one must physically (or magically) reduce the Eternal's Hit Points below the number necessary to end their physical existence (see "TOD" etc.). This will cause their "soul" to return to the Pool, where it will be stored in the form of a Silver Twist (see below), where it may be claimed by the victor. There are several problems with this, however, and the process may not be quite as easy as it appears. (For reasons why, see "The Silver Twist" below.)

Shapeshift: This special Eternal Power allows Shapeshift Order 1, at will (as per the "Shapeshifter," except that this basic shapeshift costs no power to use). Each additional Rank earned as an Eternal grants an additional Order in Shapeshifting (so a Grandmaster could use up to and including Shift Order 10 at will).

"Is Everybody In?": Yes, as insane as it sounds, the Eternals sometimes refer to their stomping grounds as "In," as in the opposite of "Out." Alternately (and depending on the Whim of the Week), the Eternals have been known to call their home "Dino's Cosmic Bar & Grill" (due to their penchant for getting stupidly intoxicated), "The Lanes" (due to their penchant for bowling with Exotic bowling balls while they're getting stupidly intoxicated), and even "The Other Side of Morning" (due to their bad hangovers after all the stupid intoxication, obviously).

Sponsorship: Anyone can be invited to join the ranks of the Eternals, provided they are at least 20th level and have shown some inclination toward deviant behavior, insanity, or incredible lunacy. Eternals are known to “recruit” by offering the occasional Monty Haul deal laced with some subtle arm-twisting. (“Here’s five free Points, a new keep, and a brand new Greater Artifact. Now come join us, or I’ll stuff you in my closet with the rest of the Demon Lords.”) Eternals are even rumored to use these tactics (or ones even more bizarre) to attempt to recruit gods or Material Gods who have already decided upon their immortal path. (And this can cause no small amount of celestial mischief when the offer is accepted!)

Once the new recruit decides to accept the terms and join the ranks of the Eternals, it’s time for a quick dip in “The Pool.”

The Pool: This is the central, collective “intelligence” of the Eternals, from which all their Points are brokered. The Pool is a rather neutral-minded sentience that passively “books the numbers” for the Eternals, who lay their odds and place their great cosmic bets with their Points as collateral. Each new Eternal is “made” by jumping into the Pool, and forevermore will share a “link” with the Pool. This “link” with the Pool is the means by which the Eternal gains or loses his Points, which the Pool brokers for the Eternal like some bizarre form of cosmic stockbroker (or bookie).

Points: The Point is the standard unit of measure of the Eternals’ power. The Point itself is “internalized” by the Pool, and all Points are brokered through it to all Eternals as if it were some great cosmic betting bank. Points may be “externalized” by the Eternal should he need to “show his hand” and crank out power (or cow some lesser-ranked Eternals). The Pool can “broker” Points to any place in known and unknown reality, at any time. This makes it possible for the Eternal to “pop a Point” in almost any possible place or circumstance—a most insufferable ability that causes most other sentients to cringe with apprehension at the mere thought of such lunatic possibilities.

1 Point = 10,000 points of Magick Power

Popping Points: Although the actual “popping” of a Point can provide the Eternal with Magick Power should he need it, there is a price to pay for “showing one’s hand.” Since Eternals *gain* rank by accumulating Points (their own cosmic form of XP), they subsequently will *lose* rank should they burn too many Points. Popping a Point requires one Action Phase.

Why Burn A Perfectly Good Point? See Immortal Magicks under Wishes and Pacts for the effects of primally-backed magicks.

The Personal Power Pool Limit: Like the Gods, who can burn Primal Essence to augment their “mortal” Power Points, the Eternals can burn Points to augment their own reserves of power. Once burned, however, the Point is gone, and must be subtracted from the Eternal’s hoard. The temporary boost of power will dis-

sipate as used, and will not regenerate like the Eternal’s own Power Pool. Remember:

1 Point = 10,000 points of Magick Power

Point Description: The “externalized” Point actually resembles an oversized playing card or Tarot placard embossed with a single exclamation point (“!”), and fringed or bordered by delicate renderings of the “namesake” of the Point (see below). Many Points glow with a silvery light, and softly hum like miniature nuclear reactors.

Name Of Card	Point Value
Joker	1
Foole	10
Deuce	100
One-Eyed Jack	1,000
Suicide King	10,000
Ace Of Spades	100,000
Grand Point	1,000,000
Silver Twist	variable

What Can I Do With It? A single Point (in this case, a mere “Joker”) is worth 10,000 points of Magick Power. This can be added to the Eternal’s own Power Pool, and may be used for spell-casting purposes. Also, if the Eternal is so inclined, he can liberate the entire potential of the Point in one massive blast of raw power. This blast can cause “normal” damage equal to 10,000 Hit Points of damage per value of the Point. It may also be used for Artificing, Wishes, Pacts, or other Immortal Magicks.

Can Others Use Points? Yes. But only other immortals, who can burn them just like Eternals. Mortals who try will, of course, be fried to sticky little gobs of non-regenerating protoplasm.

Note: Only “externalized” Points can be used in this fashion.

The Silver Twist: The Silver Twist is the only “non-playing card” Point known. Appearing as a fist-sized shiny silver infinity sign, the Silver Twist is in fact the entire embodiment of a (former) Eternal, whose entire collection of Points now resides within the Silver Twist. Silver Twists are made by the Pool only when an Eternal so angers it that it has no choice but to strip the offender of all power and identity (see “The League” for more information on Points and Punishment). These items are always in the “externalized” state, as the Eternal who once possessed the Points within the Twist no longer possesses a “physical body” with which to externalize them. They are highly coveted by Eternals, as they are both a rarity (not too many Eternals anger the Pool enough to merit this most severe form of punishment) and novelty item (one never knows precisely how many Points are within).

The League: The League is the sole “governing body” of the wildly eclectic Eternals. Only a Grandmaster Eternal can call a session of the League, and then only for passing judgment upon the most heinous of transgressions. As can be expected from such chaotics, the League is in fact a kangaroo court, with judgment

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being passed down from the Pool itself via the presiding Grandmaster. Judgments handed down during the League are final (and amusing, at least as far as everyone but the offender is concerned).

The Silver Twist: Actual death can occur whenever and wherever the Eternal travels (as opposed to the Deific God, who can only be truly destroyed while on his home Sphere). Eternals who manage to destroy other Eternals (without violating any of their ridiculous rules, that is) immediately gain as their reward the full Point collection of the victim. This will be granted as either a Silver Twist (which will be presented before a full convocation of the League, of course) or by a simple addition to the Eternal's own Point collection, depending upon the whims of the Pool. As is outlined in the following section, any other immortal who destroys an Eternal is welcome to collect his rewards at a convocation of the League—if he dares to brave the surely insane ordeal. The Silver Twist will remain “ready to claim” for the span of one year and one day after the death of the Eternal. If no one claims it by that time, the Eternal will be reincarnated at the lowest possible rank of the Eternals, where he'll no doubt be taunted remorselessly by his former friends for his folly.

Immortal Combat: As with the Material and Deific Gods, Eternals may also gain and/or convert other sources of primal to Points:

1 Dose Silverstuff = 1 Point
1 Fate Point = 1 Point

Eternal Defeats Primal Award

Material God	all Primal Power of Material God
Deific God	all Primal Essence from God's Sphere (costs nothing, as the Pool will automatically “claim” its full Primal Essence and convert them into Points)
Eternal	all Eternal's Points (in Silver Twist form)

While they gain the most efficient, most beneficial conversion rates, there are rules by which even the Eternals must play:

Puns & Punishment: At long last, the word is out! Now, before everyone's scrying eyes, the world will at last know all (or at least some) of the point system that makes Eternal life (and levity) so much fun! The following are some of the awards, rewards, and punishments ascribed for various acts of lunacy, self-indulgence, and sheer insanity which are the core of the Eternal lifestyle:

<u>Event</u>	<u>Value</u>
Betting	Open (but odds usually in the “house's” favor)
Blatant cheating while betting	-1 Point (but +3 Points if not caught)
Bad Pun	+1 Point (but only if another Eternal hears it)
Tasteless Joke	+1 Point (as above)
Revealing one's true ID	-1 Point
Losing one's “cool”	-1 Point (and a humiliating shapeshift)
Revealing “immortal” info to “mortals”	-1 Point per “mortal” who hears
Losing <i>any</i> bet with a “mortal”	-1 Point per rank of the Eternal
Losing any form of “combat” with a “mortal”	Immediate forfeiture of present rank
Losing one's life to a “mortal”	Back to the Pool to start all over as a feeble Freshman
Losing one's life to any “immortal”	Silver Twist time, and the Twist becomes the “reward” for the victor (usually in pompous ceremony before the League)
Tattling on another Eternal	-1 Point (+1 Point if it's <i>really</i> funny)
Popping a Point	Nothing
Really cowing another immortal by popping a Point	+1 Point per “rank” of the immortal cowed
Burning a Point	-The value of the Point
Burning anything else	+1 Point if it's <i>really</i> funny
Messing up someone's “quest”	+1 Point (Relians worth 2X)
Recovering an “artifact”	+1 Point
Recovering “someone else's” artifact	+5 Points
Starting a War	+1-10 Points, depending on the humor of the situation (Goblins worth 2X)
Starting a “God War”	Silver Twist time
Defeating another Eternal	All of his Points
Defeating a Material God	Primal Power converted to Points
Defeating a God	Gain all the God's Spheres' Primal Essence as Points
Humiliating, thwarting, or generally angering any other immortal	+1 Point per “rank” of the immortal
Converting any other immortal to an Eternal	+10 Points per “rank” of the immortal
Assassinating another Eternal	Silver Twist time
Causing another Eternal to assassinate himself in as humorous a fashion as possible	Immediate rank

Note: This is by no means a complete list. In any event, various situations call for appropriate rewards. Use your imagination, but temper it with a liberal dose of humor.

The True Meaning Of Loon: What is it? They *might* know, but they certainly aren't telling.

PRIMAL MAGICKS

Primal Magick is cast only by “immortals,” who must expend their own personal soul-energy in the casting. The “Deific Gods” must expend Primal Essence, the “Eternals” must burn “Points,” and the “Material Gods” must burn Primal Power to cast these magicks.

Though *all* SenZar immortals possess the *ability* to cast these magicks, it is only those lucky few who have actually been taught the “Words of Power” who can actually *cast* them. These “secret words” are jealously guarded by those who actually know them, and the price for acquiring them from those who keep them can be, quite obviously, extremely high.

The cost in magick power involved in casting some of these magicks prevents some of the lower-ranked immortals from casting them. The Deific Gods follow a strict, regimented progression of power, and as such will only pass along the magicks when the immortal has earned his proper rank. The Eternals will only pass along the magicks if properly bribed, coerced, or threatened into submission (or if they’ve good reason to do so). The Material Gods must be fortunate enough to have a “sponsor” to teach them the magicks, or they must be powerful enough to wrest the magicks from another immortal to acquire them.

Immortal must possess the minimum Primal Power required to cast the spell in order to learn it

Primal Inscription: This is the immortal’s shortcut method to making true artifacts. The caster inscribes his own personal Inscription—his own “soul-signature” expressed in an ethereal, power-lit spidery script—and by this means can permanently enchant an artifact in the space of mere minutes. The Primal Inscription allows the immortal artificer to invest an artificed item with Primal Power, creating a true artifact in the process.

To empower the Inscription, the caster must follow these steps:

1) The caster must “open” his own soul to the power of the Inscription. From this point until the final closure of the process, the caster is completely incapable of any action other than pouring out his power to the item. All CVs are “0,” and the caster is completely helpless to attack, defend, perceive, or otherwise interact with his environment.

2) The caster must actually inscribe his personal “soul-signature” upon the item. *This requires a Power Save for each and every spell that is “stacked” into the item—and each additional Power Save after the first must be made at a cumulative -10%! This works out as follows:*

<u>Slot/Spell</u>	<u>Power Save</u>
1	n/a; “free”
2	-10%
3	-20%
4	-30%
5, 6, etc.	-40%, -50%, etc.

Note: The Save is rolled on a d100, and must be equal to or higher than the number indicated.

It is during this stage that the caster must expend at least one Primal Point in order to fully prepare the item to accept the immortal energies coursing through it; the one point acts as the item’s Primal Defense, rendering it a true artifact (see “Artifacts” for more info). More than one point may be infused into the artifact’s PD if desired (to make it harder to destroy).

3) Finally, the caster must “close” his own soul to the power of the Inscription. This requires a final Power Save, rolled as per the final Slot stacked into the item. (If only one spell were in the item, then no Save would be necessary; if two were in it, then the Save would be 10%.)

Failure to make any one of the Power Saves (or failure to perform a continuous enchantment process) will result in soul-damage. Damage will be equal to one Hit Point per one Power Point expended in the Inscription, including any Power Points expended in the stacking. Due to the nature of this spell, there is no way possible to avoid or diminish the damage once the Power Save has been failed (Fate Points may be used to “make” the Save, of course).

The time required for enchantment is equal to 10X the number of Phases that it takes for the caster to successfully cast the spells he stacks within the item, plus the small amount of time required to cast the Inscription itself (which is typically only one Phase for immortals).

Items enchanted by this method are permanently enchanted, and are considered to be “Artifacts,” complete with any and all Primal Defense (PD) which the caster sees fit to place into the item. Primal Defense costs one point of Primal Power per one point of Primal Defense. As with all primal expenditures, he must subtract whatever primal is burned from his own stores (which can reduce him in Immortal Rank if he’s not careful; making artifacts—especially powerful ones—is draining at best, and soul-blasting dangerous at worst).

Defensive type spells (like “Shroud of Secrecy”) can either permanently be in effect, or set up to go into effect when triggered by a command word or phrase. Any command words must be set by the caster when he does the Inscription. Unlike other methods of triggering with command words which mandate that all commands be spoken in magick (which requires a trained spellcaster), the Inscription allows the caster to set the command word (or phrase) as any word he wants. Thus, the command word, if any, may be a magick one, or it may be a simple, common, everyday word that anyone can trigger. Offensive spells work the same way. Effects from the triggered spells will be exactly as if the caster himself cast the spell, yet limited and fixed at the level of experience that he was when he created the Inscription. (The process is similar to the mortal version, “Artificing.”)

Immortals can make as many inscribed items as they like, provided they have the primal to burn. Primal Defense—even one point of it—makes the item indestructible, save by other primal. Primal Defense whittles down one point per every one point done, and it does not regenerate. Once it’s gone, it’s gone, and only re-artificing the item, and investing it with more primal, will restore it. The Primal Inscription must always appear somewhere on the item. It may, however, be as small or as obscure as desired.

Examples of Primal Magicks

Summon The Dark Earth Mother: This most unwholesome magick summons forth the Queen of All Darkness, Chthon! Please note the lack of “Bind the Dark Earth Mother” spell. Take a peek at “Creeping Death” for her stats, and be prepared for the most horrible experience of your PC’s life! It only costs one primal: she *wants* you to do it! **Primal Cost:** 1.

Nuke ‘Em: This inflicts a deadly bombardment of lethal hard-core radiation over an enhanced AOE equal to a 10 mile radius (which can be augmented; see below). The damage inflicted is equal to 10,000 Hit Points, with no Power Save for half. The widespread and insidious effects of radiation (see “Venoms, Poisons & Radiations”) should also figure into this, as the area blasted by this magick will most surely die. Yes, it forms an evil mushroom cloud... **Primal Cost:** 1 Base, + 1 point per additional +10 mile radius AOE.

Oblivion: This primal spell will render it impossible for a single mortal victim to be resurrected. The initial cost is only one primal, which grants a “PD” of 1 to the magickal grasp upon the soul, though additional primal may be burned to “make it harder” to get the soul back. Only a primal “bidding war” will lift this cosmic injunction, and that kind of potentially costly enterprise will balk all but the most powerful immortals. Then again, the caster can always just cancel the effects of the spell. Oblivion can be cast on either the living or the newly dead (i.e., those who have not yet crossed over). There is no Save. **Primal Cost:** 1 Base for 1 PD, +1 PD per +1 primal.

Bind Fell Dragon: This functions the same as does the “Bind Demon Lord” magick, hijacking the “secret” Power Foci of the Fell Dragon. **Primal Cost:** 1,000.

Bind Demon Lord: Unlike the mortal versions of the same, this ancient magick will bind any one of the nine Demon Lords to the caster’s will—by activating and hijacking the secret “Power Foci” in the Demon Lord’s soul which automatically binds the Demon Lord to the Dark Earth Mother. The binding will conform to the parameters of normal binding, though it is entirely possible to extort virtually anything from the Demon Lord so bound—even its soul. **Primal Cost:** 10,000.

Total Genocide: By means of this horrible spell, the caster can cause all living things specific to one particular race to die—and the effects are planetary! By invoking the particular race (for instance, all “Goblins”) and targeting them with this spell, the Total Genocide begins, and scathing, soul-blasting darkness descends upon the hapless victims, claiming their shattered souls and burning their corpses to black dust. However, if you have but 1 point of PD upon you (even on your artifact blade; as long as it’s on your person) or if you are an immortal, you’ll ignore the spell—though you’ll definitely feel the horrible tingle of near-death touch your soul. (Obviously, the possible repercussions for casting such a spell should balk even the most jaded, twisted, and wretched of folks.) **Primal Cost:** 10,000.

Awaken The Weirding: This Primal Pact sets into motion the Weirding, which will immediately manifest upon the chosen world and will endure for nine days. See “The Nine Evils” in “Creeping Death” for more information on what to expect during the Weirding. **Primal Cost:** 1,000,000.

Armageddon: This primal spell will snuff out the known Multiverse. Not even the caster will survive. Burn all applicable character sheets, campaign notes, etc., and start again. The cost of this magick is based upon however many primal the caster has, as compared to the infinite primal that the multiverse has, or infinity - the caster’s primal. **Primal Cost:** var., 0 to infinity.

THE WISH

Wish: Costs one point of Primal Power (or one point of Primal Essence, or one Point) to cast. The personal “attribute-building” and “Character building” effects of the Wish are equivalent to 1 Fate Point. After initiating the first one point expenditure to cast the Wish, additional “wish multiples” may be spent, each one costing an additional point. Wishes may be granted to others, or burned for one’s own benefit. The Wish requires one Action Phase to cast. A Wish may also emulate or precipitate the following effects:

Cancellation: Conversely, a single Wish can also permanently dispel the effects of a Wish (on a 1:1 Primal Point basis), or any 10th Order and lower spell or spell effect (with no possible way for the mortal magicks to resist).

Duplication: Alternately, a single Wish can duplicate instantaneously the effects of 10,000 Power Points worth of “mortal” magicks. As such, if the caster is clever enough, and knows the spells himself, he can simultaneously cram as many spells into a single “casting” as he wishes, provided that he does not exceed the 10,000 Power Point ceiling.

Permanent Magicks: A single Wish can “permanetize” any single 10th Order or lower magick. This can be used to permanetize a spell upon an area, item, or a person, place, or thing. Although much quicker and easier to employ than an Inscription, the magicks from the Wish may be removed, dispelled, or canceled as any other mortal magick would. (That’s because, unlike the Primal Inscription, the Wish doesn’t provide for Primal Defense, which wards versus all 10th Order and lower “mortal” magicks. Now, as to whether an additional Wish would provide a point of PD...)

Primal Enhancement: Using a Wish to augment a single mortal spell or spell effect of 1st-10th Order such that no mortal can possibly resist its effects. This means that there will be no possible Save (even if there was one) for mortals, and that the victim will take maximum possible damage (if any was mandated). All that is necessary to “cast” this is the ability to cast the spell being augmented, and the expenditure of one point of primal.

Creator’s Note: *It’s up to you whether or not the rest of the “wish” type magicks allow the same sort of rule bending, if only on a greater scale of power...*

Divine Wish: This costs 10 primal, and effects are as 10 Wishes. Divine Wish requires one Action Phase to cast.

Decree: This costs 100 primal, and effects are as 100 Wishes. Decree requires one Action Phase to cast.

Divine Decree: This costs 1,000 primal, and effects are as 1,000 Wishes. Divine Decree requires one Action Phase to cast.

Pact: This costs 10,000 primal, and effects are as 10,000 Wishes. Pact requires one Action Phase to cast.

Divine Pact: This costs 100,000 primal, and effects are as 100,000 Wishes. Divine Pact requires one Action Phase to cast.

Supreme Pact: This costs 1,000,000 primal, and effects are as 1,000,000 Wishes. Supreme Pact requires one Action Phase to cast.

And, finally, we come to the Ultimate Magick:

THE DRAGON'S BREATH

The Dragon's Breath: This is the ultimate magick. With it, all reality can be changed, if one is willing to take the risk. Effects may range from that of a single Wish to that of a near-infinite number of Wishes. All it takes is raw power, a suitable setting, and the guts to take that ultimate gamble—that of eternal life, or eternal damnation. And the greatest thing about it is that the caster himself does not pay for the magicks—The Dragon itself does!

The Setting: The caster first must have the proper setting from which to enter into this cosmic gamble. That setting is usually holy ground, or unholy ground, depending upon the caster's personal inclinations. The Breath is usually begun at dusk, or at any time during night, and usually continues, depending upon how many Wishes the caster seeks to satisfy, until dawn. Most importantly, the Breath may be cast only when the moon is new (or "moons are new").

Testing The Rules: These rules of setting may only be tested by the most powerful beings, who still may find themselves lacking, and thus guilty of the blasphemy of blasphemies—which is punishable by instant soul-death. This is at the Creator's discretion; official "servants of The Dragon," such as the Archimage of Krystallmyst, may be able to bend the rules a bit, as may those beings of 100th level.

The Dragon Pact: Once the setting has been satisfied, the caster must enter into a personal Dragon Pact with The Dragon. This personal pact is elegant in its simplicity. The caster simply must stake his own magick power, his own soul, against the Will of The Dragon. This requires the caster's entire personal Primal Point Pool, which is instantly subtracted from the caster's pool, leaving him with "0" primal!

Dragon Pact = all of caster's personal Primal Power!

The SoulSave: From the first utterance of the sacred words, the caster and The Dragon lock wills, and test each other for supremacy. During this initial phase, the caster must make an all-important "SoulSave," or else he will lose his soul, permanently and forever, with no possible chance of sanction or return, to The Dragon. This SoulSave is special, and is based upon the level of the character.

SoulSave = 100% - 1% per level, or soul is forfeit

The Eye Of The Dragon: Once this special "SoulSave" is made, the caster has met the gaze of The Dragon, and has not despaired. Now, he is within the Eye of The Dragon, where reality is his to play with. He can "tap into" The Dragon's infinite supply of power, and use it for his own. The caster may *freely* use up to his own total personal Primal Point Pool (what he had before entering into the pact, of course) to cast a battery of Wishes, Greater Wishes, etc. The caster does not pay for this, of course; it's only a measure of how much his "stake," or Dragon Pact, is worth.

Each successful SoulSave = Caster can freely cast up to his own total Personal Primal Point Pool in magicks

Hoard!!! Once he taps this set amount of power from The Dragon, he must again make a SoulSave to tap another round, and so on. Since the Dragon Pact has already been paid for, the caster can tap as many times as he dares risk. The risk is that, after the first round of tapping, the SoulSave becomes increasingly more difficult to achieve.

2nd SoulSave = 110% - 1% per level

3rd SoulSave = 120 % - 1% per level

4th SoulSave = 130% - 1% per level, etc.

...And so forth, until it becomes improbable that the caster can continue, even with the use of Fate Points to "make a perfect roll."

The Results: Offensive magicks cast during The Dragon's Breath will pierce all mortal magicks. Defensive magicks will also resist all mortal magicks. (While it is possible to pierce Primal Defenses and resist Primal Offenses with this spell, such must be achieved on the normal point-per-point basis. As such, it's up to the caster to risk doing it. While he may not have the points necessary to attack or breach a higher-ranked immortal's defenses, or to defend himself from a higher-ranked immortal's attacks, he can gamble his own soul, force multiple SoulSaves, and draw the necessary Primal Power from The Dragon until he *can* do so!)

Casting Magicks: All casting done while within the Eye of The Dragon (while in the midst of The Dragon's Breath) is considered to be done at the absolute beginning of the Action Phase. Each spell cast while within, no matter its cost or effect, will take but one Action Phase. The caster will act on each and every Phase of the Combat Round, despite his own natural number of Action Phases. (If he has more than 10 per Combat Round, then he'll keep his normal number of Action Phases.)

Dragon Artifacts: This is a sure-fire way to bring that artifact's PD up *really* high. As for "linking" the artifact's Primal Defense to The Dragon (like the Supreme Artifact, Skurge, whose PD is considered to be "infinite")... well, we'll just leave the whys and wherefores to the Creator, because it's up to him how he'd like to do it in his own campaign.

I'm Invincible! While the caster is within the Eye of The Dragon (actually tapping into it and casting magicks), he is invulnerable, and may only

Primal Magicks

be harmed should another invoke The Dragon and “open a conduit” to him. Such a desperate action will require a casting of The Dragon’s Breath, with all due penalties, of course. The caster may decide before the end of the spell to “replenish” his own Primal Pool.

The Dragon Sleep: Once satisfied, the caster may “exit” the Eye of The Dragon, and thus end his Dragon Pact. The caster has spent all of his own personal energies during the process (which he’d best reacquire before exiting!), and his soul has been taxed supremely by merging with The Dragon. As such, the caster will be forced to sleep “The Dragon Sleep” for one day per point of Primal Power spent during the casting. This total involves *only* the caster’s own primal which has been spent (the “wager” part), and not the multiples which are “free.” (It’s normally a *very wise move* to prepare a place to sleep safely *during* the actual casting of the spell.)

The Dragon Sleep = 1 day per point of primal used

A Word To The Wise: Most folks, including even the most megalomaniacal mega-deities, tend to let sleeping Dragons lie. Although it may take years, even Ages, The Dragon will always, always, *always* make you pay. Sure, you paid a hefty bit of primal (and hopefully got it back before you finished), and made a lot of horribly unfair Saves to get this far, but The Dragon doesn’t care. It *will* make you pay. Eventually. In extremely sublime, Dragon-like ways.

A Final Word To The Wise: Try not to start any God Wars, eh?

“The Dragon’s Breath” (TK’96)

I am all that all which is

I am all that all which binds

Forever will ye search for me

Yet never shall ye find

Unhewn dolmen mark my passage

Unkempt menhir mark my sleep

Beneath me lies The Dragon

His Breath my task to keep

Rouse not him save when moons are new

Thy task this charm to say:

A’nahl Nathrak

Uthphas Beithud

Dolkiel Dienvey...



THE MASTER TABLE

Attribute Score	Save	CV Bonus	Base Damage	Max Lift
0	None	0	0	0 lbs
1	20	0	1	10 lbs
2	19	0	1	20 lbs
3	18	0	1	30 lbs
4	17	0	1	40 lbs
5	16	0	1	50 lbs
6	15	0	1	60 lbs
7	14	0	1	70 lbs
8	13	0	1-2	80 lbs
9	12	0	1-3	90 lbs
10	11	0	1-4	100 lbs
11	10	+ 1	1-6	200 lbs
12	9	+ 2	1-8	300 lbs
13	8	+ 3	1-10	400 lbs
14	7	+ 4	1-12	500 lbs
15	6	+ 5	2-16	1,000 lbs
16	5	+ 6	2-20	2,000 lbs
17	4	+ 7	2-24	4,000 lbs
18	3	+ 8	3-30	6,000 lbs
19	2	+ 9	4-40	8,000 lbs
20	0.05	+ 10	5-50	10,000 lbs
30	0.04	+ 20	6-60	10 tons
40	0.03	+ 30	7-70	50 tons
50	0.02	+ 40	8-80	100 tons
75	0.01	+ 50	9-90	1 kiloton
100	n/a	+ 100	10-100	1 megaton
*	!	Hit Anything!	Kill Anything You Hit!	Lift Anything!

"Attribute Score" refers to the character's relevant Physical or Mental Attribute. Scores of 30 and above are in the realm of the "Immortals." That's why their Saves and Bonuses can get so ridiculous. "Save" refers to the relevant Saving Throw; either on a d20 or, in extreme cases, on a d100. A character with a Saving Throw of 0.01 cannot miss his save under normal circumstances. There must be minuses to the Save in order for that character to even roll. **Note:** "n/a" means that the Saving Throw may never be missed (unless it's a POWER Save, in which case, only certain magicks such as "Piercing" can invoke a Save). "CV Bonus" refers to the character's Combat Value bonus, based upon the DEX score. "Base Damage" refers to the character's initial damage potential, based upon the STR score. "Max Lift" refers to the maximum amount of mass that the character can lift above his head in an all-out situation. Attribute of "*" is for super-Immortals only. See "The Immortal Rules" for more info.





Name:				Height:		Birthplace:		
Race:				Weight:		Birthdate:		
Professions:				Age:		Zodiacal House:		
Levels:				Sex:		Power Sign:		
Attributes	Score	Modifiers	Saves	d20/%	Armor Protection	Value	Combat Stats	
Strength		Base Dmg	vs Str				Base CV	
Speed			vs Spd				Total DV	
Dexterity		+ To CV	vs Dex				Rear DV	
Constitution		Hp/Level	vs Con				Nonproficient CV	
Willpower			vs Will				Fighting Blind CV	
Intelligence			vs Int				HP Regeneration	
Presence			vs Pre				Power Regeneration	
Perception			vs Per				CMR	
Power			vs Pow		Total Protection		Half-Move	
Hit Points (total)					Hit Points (current)			
Power Points (total)					Power Points (current)			
XP					XP Goal			
Fate Points					Fate Point Pool (Attribute)			
Primal					Primal Goal			
Fame					Prime Power			
Weapons/Equipment	DC	QD	AV	Damage	Magical Properties/Special Effects			①
							A	②
							C	③
							T	④
							I	⑤
							O	⑥
							N	⑦
							S	⑧
								⑨
								⑩



SKILLS

Skill	GovAttrib	Mods	Skill Roll	Skill	GovAttrib	Mods	Skill Roll

LANGUAGES

Language	Level 1	Level 2	Language	Level 1	Level 2

POWER FOCI

Power Foci	Item/Object Attached	Power Points Provided	Special Effects
1			
2			
3			
4			
5			
6			
7			
8*			
9*			

* = Immortals Only



KARMA

Karma	Points/Save (d20)	Tendencies/Manifestations
Attitude		
Confidence		
Discipline		
Fear		
Greed		
Harmony		
Luck		
Sanity		

Karma Total Points = _____

CODES

Code	Points/Save(d20)	Tendencies/Manifestations
The Cause		
The Good Earth		
The Anti-Life		
The Dark Earth		

Codes Total Points = _____

SPECIAL POWERS

Special Powers	Cost	GovAttribute	Mods	Save	Special Effects

Special Powers Total Cost = _____ Character Generation Proving Formula: GenPoints (100) + Karma Total Points + Codes Total Points - Attributes
Total Cost - Special Powers Total Cost (w/Total Cost for Mods, if any) = Fate Points (at start of 1st Level)



CONTACTS

Name	Race	Professions	Levels	Location	Favors/Debts

LOOT!!!

Loot	Total Amount	# On Person	Location	# In Storage	Location
Leds (.01 Stars)					
Kops (.1 Stars)					
Stars (1 Star)					
Crowns (10 Stars)					
Eagles (100 Stars)					
Black Pearls (1,000 Stars)					
Black Diamonds (10,000 Stars)					
Gems & Jewels					
Art Objects					
Miscellaneous					
Miscellaneous					
Collegium Credit					



MAGICKS MASTER TABLE

Order	MinPower To Cast	Power Points To Cast	Damage Potential	AOE	Range
1	10	1	Power Attribute X 1	Personal	10' X Power Attribute
2	20	5	Power Attribute X 2	5' Radius	20' X Power Attribute
3	30	10	Power Attribute X 3	10' Radius	30' X Power Attribute
4	40	25	Power Attribute X 4	25' Radius	40' X Power Attribute
5	50	50	Power Attribute X 5	50' Radius	50' X Power Attribute
6	60	75	Power Attribute X 6	75' Radius	60' X Power Attribute
7	70	100	Power Attribute X 7	100' Radius	70' X Power Attribute
8	80	250	Power Attribute X 8	250' Radius	80' X Power Attribute
9	90	1,000	Power Attribute X 9	1,000' Radius	90' X Power Attribute
10	100	10,000	Power Attribute X 10	10,000' Radius	100' X Power Attribute

THE BOOST

Damage AOE

Order	1	2	3	4	5	6	7	8	9	10
1	1:1	2:1	3:1	4:1	5:1	6:1	7:1	10:1	100:1	1000:1
2	1:1	1:1	2:1	3:1	4:1	5:1	6:1	10:1	100:1	1000:1
3	1:1	1:1	1:1	2:1	3:1	4:1	5:1	10:1	100:1	1000:1
4	1:1	1:1	1:1	1:1	2:1	3:1	4:1	10:1	100:1	1000:1
5	1:1	1:1	1:1	1:1	1:1	2:1	3:1	10:1	100:1	1000:1
6	1:1	1:1	1:1	1:1	1:1	1:1	2:1	10:1	100:1	1000:1
7	1:1	1:1	1:1	1:1	1:1	1:1	1:1	10:1	100:1	1000:1
8	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	10:1	100:1
9	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	10:1
10	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1

SENZAR

BREAK THROUGH THE DREAM BARRIER IF YOU DARE

FOR THERE ON THE OTHER SIDE AWAITS THE MULTIVERSE OF SENZAR, WHERE MATERIAL GODS WALK THE LAND, DEIFIC GODS VIE FOR THE SOULS OF THE FAITHFUL, AND MAD ETERNALS TAINT THE PRIME WITH CHAOS AT EVERY TURN...

In the SenZar system players choose from among dozens of unique races, professions, and freaks capable of invoking potent magicks, utilizing deadly combat disciplines, and creating their own martial arts, magicks, and artifacts of vast power. Conquering the mortal world, your character may choose one of three paths to true immortality, creating his own prime power, then vying with other immortals to conquer the cosmos—or to destroy it in a God War.



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